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WRATH OF HEAVEN™

OFFICIAL STRATEGY GUIDE

By Bart Farkas

Live by honor. Kill by stealth.

SECRETS REVEALED!

This game has received the following rating from the ESRB: MATURE M ESRB

COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

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GAME BASICS

This chapter will overview the basics of *Tenchu: Wrath of Heaven*, including the controls, basic strategies, and the items that can be used by all of the characters in the game.

BASIC CONTROLS

The controls in *Tenchu: Wrath of Heaven* can be completely altered to suit your own preferences. But in all honesty, the default control configurations are absolutely excellent, so you probably won't need to make any changes. Here's the default control set. Aside from changing the default controls, the Controller menu can also be used to turn Vibration on and off for each controller.

BUTTON	COMMAND
START	Skip cinematic/Pause game.
SELECT	Open/close overhead map.
LT	Movement/Camera view while holding down L1.
RT	Move camera while sliding along walls.
	Shortcut to Health Potion.
	Shortcut to Grappling Hook.
	Scroll left through item inventory.
	Scroll right through item inventory.
	Aim (in conjunction with left analog stick)/Use item.
	Attack.
	Jump. Tap again in air for double-jump. With R1, performs somersaults.
	Block/Secondary attack.
L1	Manual camera control in conjunction with left analog stick.
L2	Scroll left through item inventory.
R1	Stealth Mode. Press R1 to crouch. If you're near a wall, this presses your back against it.
R2	Lock on to enemy/strafe.
R3	Detonate Sticky Bombs.

MOVES AND COMBINATIONS

These moves and combinations are the same for all three characters, Tesshu, Rikimaru, and Ayame, with some slight variance in how they look when carried out. For specifics about each character's unique abilities, check out Chapter 2, "Characters and Their Tactics." The information here is the same as the information in the game's Tutorial area.

Movement

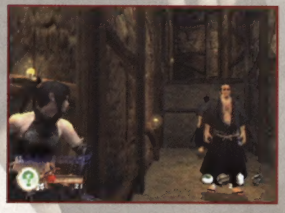
Move—Use the left analog stick to move in the direction you want. Use the left analog stick while holding down the R2 button to strafe. If an enemy is close by, the R2 button locks onto that enemy.

Jump—Press the ✕ button to jump. Press the ✕ button again during a jump to perform a double-jump.

Quick Step—Press and hold the R2 button, and press the left analog stick in the desired direction. Then press the ✕ button to quick step.

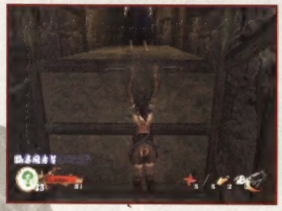
Jump Flip—With the left analog stick in the neutral position, press the ✕ button while holding down the R2 button to perform a jump flip.

Crouch—Press the R1 button to crouch. Press a direction with the left analog stick to move while crouching. Crouch into small openings to crawl.



Press Back Against Wall—Press the R1 button while near a wall to press a character's back against it. Press the left analog stick while the character's back is against the wall to slide along it.

Roll—Press the ✕ button while crouching and press a direction with the left analog stick to perform a roll in that direction. Press the ✕ button while crouching with the left analog stick in the neutral position to perform a 180-degree roll.



Hang and Move Sideways—While hanging onto a ledge, press left or right on the left analog stick to move left or right. Press down to let go of the ledge, or press up to climb up the ledge.

Grappling Hook—First select the Grappling Hook. Then hold down the △ button to pull up the sight, aim with the left analog stick, and release the △ button to throw the Grappling Hook.

Attacks

Normal Combos—Press the ○ button multiple times to perform combo attacks. There are limits to the combos that you can perform based on the character you've selected.

Special Combos—Use the left analog stick during combo attacks to perform special combos. New combos can be earned during the game.

Cancel Step During Combo—Press the ✕ button and use the left analog stick during a combo to stop the combo and step away. This is helpful when an enemy is blocking every hit of a combo, and you suspect that they're going to follow with a huge counterattack if you follow through to the end of the combo.

Crouch Attack—While holding down the R1 button, press the □ button to perform a crouch attack. Sometimes enemies are vulnerable to attacks while lifted into the air.

Jump Attack—Press the ○ button while jumping to perform a jump attack. This is also effective on prone enemies.

Block—Press the ○ button to block and defend against attacks. Be careful, because attacks such as throws and arrow attacks cannot be blocked.

Forward Thrust Slash—While holding down the R2 button, push forward and then press the ✕ button to step forward. Then press the □ button quickly to perform a forward thrust slash. You can also perform a forward thrust slash by pushing forward, forward on the left analog stick, and then the ○ button.

Special Attack—Press the ○ button while pushing the left analog stick toward the enemy to perform special attacks such as throws, head chops, or head butts.

Special

Manual Camera—Hold down the L1 button to use the manual camera. Move the manual camera with the left analog stick. Use this while crouching and hanging onto ledges to expand a charcter's viewpoint.

Map—Pull up a small map of the level by pressing the SELECT button. Press the SELECT button again to turn the map display off.

Item Selection—Use the L2 button to cycle through a character's item inventory. You can also do this by pushing the left and right directional buttons. Press the up directional button as a shortcut to the Grappling Hook, and press down as a shortcut to the Health Potions.

Use Selected Item—To use the selected item, press the △ button.

Lock On—Hold down the R2 button during battles to stay facing toward the enemy you're fighting.

Release Grappling Hook—To let go of the Grappling Hook while using it, press the △ button.

Rotate Camera—Use the right analog stick to rotate the camera around your position.

GRAND MASTER ITEM/ABILITY TABLE

All three characters have special items they can earn by gathering nine Kanji during the course of a mission, and by achieving Grand Master or Master Assassin status in a mission. The following tables indicate what each character gets if he or she achieves these goals in each mission.

RIKIMARU

MISSION	SPECIAL ITEM	NEW ABILITY
1	Super Shuriken	Shoulder Thrust
2	Exploding Arrow	Ninjutsu Block
3	Chameleon Spell	Ninja Vision
4	Dog Bone	Grappling Hook Combo
5	Invisibility Spell	Cling to Ceiling
6	Fire Spell	Feign Death
7	Ninja Armor	Wall Kick
8	Fireworks	Ninja Mind Control
9	Decoy Whistle	Wrath of Heaven
10	Binding Spell	Wrath of Heaven (if not achieved in Mission 9)

AYAME

MISSION	SPECIAL ITEM	NEW ABILITY
1	Exploding Arrow	Somersault Kick
2	Invisibility Spell	Ninjutsu Block
3	Super Shuriken	Ninja Vision
4	Chameleon Spell	Grappling Hook Combo
5	Fire Spell	Cling to Ceiling
6	Ninja Armor	Feign Death
7	Fireworks	Wall Kick
8	Dog Bone	Ninja Mind Control
9	Decoy Whistle	Wrath of Heaven
10	Binding Spell	Wrath of Heaven (if not achieved in Mission 9)

TESSHU

MISSION	SPECIAL ITEM
1	Super Needle
2	Kumihimo
3	Magazine
4	Exploding Arrow
5	Disguise
6	Bamboo Gun

BASIC AND ADVANCED ITEMS AND WEAPONS

This section details the various items and weapons that are available to Tesshu, Rikimaru, and Ayame in the Item area before the beginning of each mission. Many of the items in *Tenchu: Wrath of Heaven* are the same for each character, but that's not always the case. Items that are specific to one particular character are mentioned here and discussed in further detail in Chapter 2.

ITEM AVAILABILITY

Not all items are available to each character. Specifically, Tesshu has a limited roster of items and, of course, each character has several items that are specific to them only.

Fireworks

Fireworks cause enemies who haven't spotted you to look up into the sky and marvel at the display. This is very helpful when there are several enemies together and you want to get past them rather than fight. Start up the Fireworks, then run right past them.

Tetsubishi

This item grabs an enemy and pulls him right to your character to make attacking him easier. Use it when the enemy is on a nearby platform, up on a ridge, or is otherwise inaccessible.

Grappling Hook

This is the single most important item in a character's inventory. Fortunately, the Grappling Hook is available all the time. With the Grappling Hook, you can quickly get up on rooftops or ledges, across chasms—you name it!

Poison Antidote

Not commonly used, the Poison Antidote is handy for areas like the Great Buddha Temple, where some of the guards use poison Blow Guns to attack. When hit with a dart from a Blow Gun, the character becomes poisoned and begins to lose health over time.

ANTIDOTE

A poison dart doesn't last forever, and it doesn't reduce more than about 20% of a character's health per hit.

Mine

This is a very powerful explosive that often kills the enemy who walks over it. Lay it on the ground and then get away from it! Be warned that when you place a Mine, it's placed in *front* of you, not behind you. So if you place it and then take a step forward...**BOOM!**

Colored Rice

Colored Rice is a marker that can be used to put down while moving through an area. This shows up on the overhead map so that you can see where you've been. Colored Rice is very effective in places like the Limestone Caverns and especially the Amagai Castle, where the maze-like passages can be confusing.

Tiger Trap

This is an excellent trap to lay down if an enemy is following you. The enemy's foot gets caught in the trap and renders him defenseless! It's also an effective tool for trapping patrolling guards just about anywhere.

Ninja Armor

Available to Ayame in Mission 6 and to Rikimaru in Mission 7 (it's not available for Tesshu), this item is very important later in the game. Although you don't need the Ninja Armor to defeat the enemies in the Tenrai Fortress (and Tenrai himself), it makes things a lot easier. Ninja Armor simply reduces the amount of damage sustained when hit by any enemy. Wearing the armor over the course of a mission can mean the difference between victory and defeat.

Ninja Rebirth

Arguably the most important item in the game, Ninja Rebirth brings a character back to life with full health. Think of it as an insurance policy against your ninja skills! Although you can only take one Ninja Rebirth out of the Items screen, you can pick up additional Ninja Rebirths throughout a mission and carry more than one at a time.

Chameleon Spell

A very unique spell, this changes a character's appearance so that he or she looks like an enemy for a short time. The spell is broken when you attack someone. It's best used for sneaking past a tricky area or stealth-killing a hard-to-reach enemy.

The Chameleon Spell can turn a character into a Geisha, a Swordsman, even a Jonin! You can carry only three Chameleon Spells at a time.

Fire Spell

This is a *very* powerful spell that sends out a wave of explosive fire. This is best saved for the rare times when a character gets surrounded by two or more enemies.

Invisibility Spell

Easily the most fun item in the game, the Invisibility Spell allows a character to turn almost completely invisible for a short time.

Super Shuriken

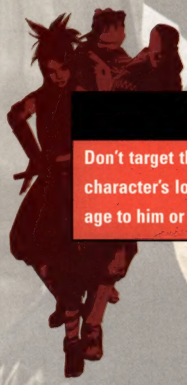
The Super Shuriken is a powerful weapon that fires eight Shurikens in a fan shape. This is powerful enough to kill weaker enemies and significantly damage tougher enemies. Like the Fire Spell, it's best used in a crowd.

Decoy Whistle

The Decoy Whistle mimics an animal call to distract enemies. This is best used when a character makes a noise that has attracted an enemy's attention.

Exploding Arrow

This is a very powerful weapon that shoots a flaming arrow that explodes on impact and kills lesser enemies immediately. Because the explosion starts a fire, it continues to cause damage to its target even after the explosion. This is best used against a single enemy, or two enemies who are standing close together.



PICK A TARGET WISELY

Don't target the Exploding Arrow anywhere near your character's location or the explosion will cause damage to him or her too!

Binding Spell

This is a special spell that creates a large circular "seal" on the ground. Any enemy who's caught inside the seal or ventures inside it is frozen and becomes confused. This makes them easy targets.

Stone of Power

The Stone of Power increases a character's strength for the duration of the mission, rather like a long-term Strength Potion.

Dog Bone

This summons up a pooch that attacks enemies and fights by your character's side. This canine companion won't turn the tide in many battles, but he can distract and confuse enemies. It can never hurt to have an ally, no matter how small!

Shuriken

This is a powerful throwing weapon for Ayame and Rikimaru. (Tesshu uses Throwing Needles.) The only catch is that you must aim them properly. If you miss with a Shuriken, you can pick it up for future use.

Blow Gun

The Blow Gun is a long-range weapon that shoots a small poison dart. When a dart hits an enemy who hasn't been alerted, it acts like a stealth kill and you get half a Kanji! This is an excellent weapon for enemies on ledges, towers, or any location that's otherwise difficult to reach. It doesn't work on the undead, though.

Grenade

Grenades are powerful bombs that can be used in multiple ways. If a Grenade hits an enemy directly, it explodes on contact and does great damage. But if the Grenade doesn't hit an enemy, its fuse burns for a short while until it finally explodes. Enemies sometimes use Grenades for suicide-bombing runs, so always be alert for this kind of scenario.

Smoke Bomb

This is a great tool for disabling enemies. In boss fights, the Smoke Bomb disables the boss and provides an opportunity to get a few solid hits to connect. In individual missions, Smoke Bombs can blind enemies so that a character can slip away into the night. Throw Smoke Bombs at an enemy's feet for the best results.

Health Potion

Drinking a Health Potion replenishes 100% of a character's health, no matter what it was before.

Small Health Potion

Small Health Potions can't be purchased on the Item screen; they must be picked up as you move through the game. They only replenish 20 health, but this can be significant in close battles. Always make room for them when you find them.

Caltrops

These are small spikes that can be dropped on the ground to slow down and damage enemies. Note that when an enemy is grabbing his feet in pain, he's vulnerable to attack!

Poison Rice

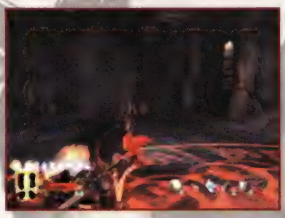
The Poison Rice incapacitates and confuses enemies. Simply toss the Poison Rice into the enemy's line of sight and they'll pick it up every time.

THE MAGIC RICE BALL

When you throw Poison Rice in front of an enemy, he picks it up. Here's a trick, though…If you stealth-kill the enemy just as he's bending over to pick up the rice, he can't react and the Poison Rice is still there after he's dead! This way, you can use the same Poison Rice throughout an entire mission, or even the entire game.

Sticky Bomb

The Sticky Bomb is a remote-controlled explosive Shuriken that sticks to the enemy. To detonate it, press the R3 button. This is invaluable in several of the boss fights.



Strength Potion

This is a potion that provides a short-lived burst of strength. A character causes more damage to enemies that get hit while under the potion's influence.

Dokuto (Ayame Only)

This is a special pair of swords with poisoned blades. Any enemy hit becomes sick with poison and starts hemorrhaging health. The catch is that Ayame also becomes poisoned when she wields these swords, so don't use them when she's low on health.

Kasumi and Shizuku (Ayame Only)

These swords are the only weapons available to Ayame that can destroy the undead. Remember that when Kasumi and Shizuku are armed, they slowly drain the life out of Ayame. After killing an undead creature with them, don't forget to put them away!

Fugaku Sword (Rikimaru Only)

The Fugaku Sword is found in the Great Buddha Temple. It's a powerful sword that does a lot of damage. The downside? The Fugaku Sword is slower, both on attack and defense, so it takes some getting used to.

Muramasa (Rikimaru Only)

The equivalent of Ayame's Kasumi and Shizuki. This is the only weapon available to Rikimaru that can destroy the undead.

Magazine (Tesshu Only)

The Magazine is like the Poison Rice, except it doesn't disorient the enemy. Simply set the Magazine down on the ground, and the enemies come over to see what it is.

Bamboo Gun (Tesshu Only)

This is a crude projectile weapon that's basically a gun. You can't really aim it, though. It just goes off and blows away whoever is in front of Tesshu. This is an excellent weapon to use against a boss who's up close!

Disguise (Tesshu Only)

This is exactly like the Chameleon spell. It allows Tesshu to change his appearance to resemble an enemy for a short time. As a result, the enemy thinks he's one of them. It only lasts a short time, and the spell is broken when Tesshu attacks someone. It's best used for sneaking past a tricky area or stealth-killing a hard-to-reach enemy.

Kumihimo (Tesshu Only)

This is a cord-like weapon. It sends out a loop of wire that goes around an enemy's neck, and then Tesshu can pull him up into the air and hang him. When the enemy isn't suspecting this, it results in a stealth-kill.

Throwing Needle (Tesshu Only)

This is the equivalent of the Shuriken.

Super Needle (Tesshu Only)

The Super Needle is very much like the Super Shuriken, sending out eight needles in a fan-like pattern. They inflict a great deal of damage to anything they hit.

CHARACTERS AND THEIR TACTICS

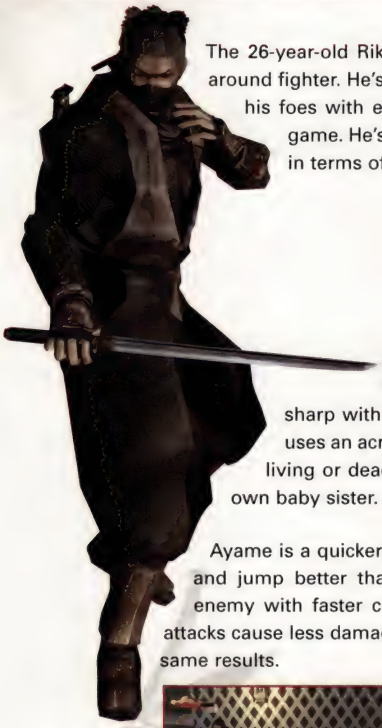
Tenchu: Wrath of Heaven is a fantastic game with plenty of diversity, in large part because you can play as three distinct characters. At the start of the game, you can play as either Rikimaru or Ayame.

No matter which character you choose, you'll play through 10 spine-tingling missions that culminate in a showdown with the evil Tenrai. Once you've completed those 10 missions, you can play as the third character and work through the *next* six missions!

Completing all 20 missions unlocks Tesshu, the secret character. Tesshu has a smaller campaign, with only six missions. He's much different than the other two characters and his motivations are somewhat darker, giving the game a fresh feel.

Whether you're playing through the 27 single-player missions (including Rikimaru's secret mission) or fighting as a team in multiplayer action, each of the three characters in *Tenchu: Wrath of Heaven* is distinct and exciting in its own way. This chapter takes a close look at all three characters.

RIKIMARU & AYAME



The 26-year-old Rikimaru is the leader of the Azuma Shinobi-ryu sect and is an outstanding all-around fighter. He's lethal with his sword, and he can move like the wind and conceal himself from his foes with expert stealth. Rikimaru is the "middle ground" of the three characters in this game. He's neither fast nor slow, weak nor powerful. He's right between Ayame and Tesshu in terms of strength, agility, and attacking power.

At 22, Ayame is a bold, quick, silent, and cunning Ninja. She has been trained since childhood. As sharp with her tongue as she is with her sword, Ayame uses an acrobatic style of ninjutsu to overcome obstacles living or dead. She adores Gohda's daughter Kiku like her own baby sister.

Ayame is a quicker fighter than Rikimaru. Not only can she move and jump better than her male counterpart, but she can hit the enemy with faster combinations as well. The trade-off is that her attacks cause less damage, so she must hit the enemy more to get the same results.

Rikimaru and Ayame's Special Abilities

As you move through each character's 10 missions en route to the final showdown with the evil Tenrai, you can gain nine new abilities. Each mission has a meter that indicates how many Kanji you've collected. (Stealth-kills are the only way to get Kanji.) Once the meter is full (9 Kanji), you gain a new ability, which is permanent as long as you survive the rest of the mission.

Here's a closer look at these abilities and how you can use them to your advantage.

RIKIMARU	
MISSION	NEW ABILITY
1	Shoulder Thrust
2	Ninjutsu Block
3	Ninja Vision
4	Grappling Hook Combo
5	Cling to Ceiling
6	Feign Death
7	Wall Kick
8	Ninja Mind Control
9	Wrath of Heaven
10	Wrath of Heaven (if not achieved in Mission 9)

AYAME	
MISSION	NEW ABILITY
1	Somersault Kick
2	Ninjutsu Block
3	Ninja Vision
4	Grappling Hook Combo
5	Cling to Ceiling
6	Feign Death
7	Wall Kick
8	Ninja Mind Control
9	Wrath of Heaven
10	Wrath of Heaven (if not achieved in Mission 9)

When you get nine Kanji, this animation cuts in automatically.

When you get a new ability, you see a screen like this. Read it carefully and learn!

Shoulder Thrust (Rikimaru Only)

Knock enemies far away using the Shoulder Thrust Combo. Press the button twice, pull the left analog stick in the opposite direction, and press the button a third time.

You get the Shoulder Thrust in the first mission, and it's an invaluable skill. Later on, in the Limestone Caverns, use it to knock enemies off ledges and into pitfalls from which they'll never return.

The Shoulder Thrust is also important because it can knock an enemy back even if he's actively blocking your attacks. Then you can prepare to pummel him when he gets back up.

Somersault Kick (Ayame Only)

To perform a Somersault Kick Combo, press the button four times, pull the Left Analog Stick in the opposite direction, and press the button a fifth time.

The Somersault Kick is Ayame's answer to Rikimaru's Shoulder Thrust, and it's the only ability that differs between them. Like the Shoulder Thrust, the Somersault Kick is excellent for knocking enemies down to the ground, off cliffs, or into pits.

Ninjutsu Block

This blocks an enemy's attack and pushes him off-balance at the same time. To perform a Ninjutsu Block, press the button right when the enemy starts to attack. This throws the enemy off-balance, making him vulnerable to a counter-attack. This is an important move because many enemies are excellent at blocking attacks.

Ninja Vision

To use Ninja Vision, move the Right Analog Stick while holding down the L1 button in manual camera mode.

Ninja Vision is much like a built-in set of binoculars, allowing you to see things clearly that are at a great distance. Although this is very handy for reconnaissance, the *real* benefit is that it enables a character to cover more distance with throwing weapons.

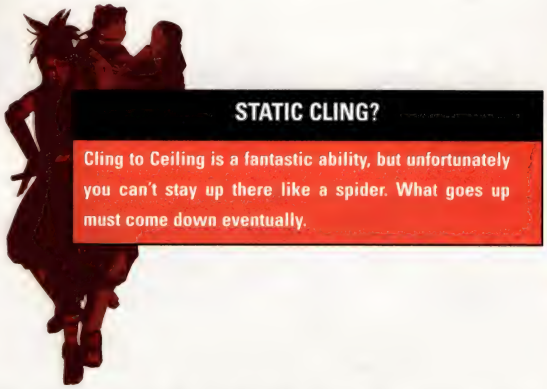
Grappling Hook Combo

This allows you to link combos with the Grappling Hook. After landing a 360-slash combo, press the button to pull the falling enemy back for another round of attacks. Theoretically, you could perform combos continuously using this technique.

Cling to Ceiling (Including Tesshu)

Use the Cling to Ceiling move to avoid being spotted. Hold down the R1 button while grappling up to a flat ceiling.

Cling to Ceiling is one of the coolest abilities in the game. It's a lot of fun to drop Poison Rice or Grenades down onto confused enemies from above. It's also very handy with stealth-kills. If you know that an enemy will be coming by shortly, cling to the ceiling and drop down for the stealth-kill.



STATIC CLING?

Cling to Ceiling is a fantastic ability, but unfortunately you can't stay up there like a spider. What goes up must come down eventually.

Feign Death (Including Tesshu)

To use Feign Death, rotate the left analog stick 360 degrees and press the R1 button. Then, when enemies peer over your character's body, press the button for an easy stealth-kill.

Feign Death is valuable for two reasons. First, it's a good way to lure enemies into a stealth-kill. Second, you can let a hairy situation calm down while playing dead.

The downside is that it costs 20 Health Points, and you also constantly lose health while playing dead. The one upside is that Feigning Death can never actually kill your character. It just leaves the character with one hit point if used long enough.

Wall Kick

To perform a Wall Kick, jump toward a wall and press the button when Rikimaru hits the wall. Use mainly as a maneuver to "surprise attack" an enemy. Enemies aware of Rikimaru's presence will block attacks coming off a wall.

Ninja Mind Control

To perform Ninja Mind Control, hold down the R2 button, press up and then down on the Left Analog Stick, then press the button. You must land an attack for the mind control to work.

This isn't an easy maneuver to pull off at first—it takes practice. That said, it's a very valuable ability that can reduce your chances of getting smoked by a group of enemy Ninjas. Note that Ninja Mind Control does wear off, and it doesn't work on bosses.

Wrath of Heaven

Wrath of Heaven is a one-hit power spell that kills an enemy instantly. The catch is that this spell leaves your character with only one hit point.

We recommend that you use Wrath of Heaven sparingly, and make sure your character has some Health Potions and Ninja Rebirths just in case.

To perform a Wrath of Heaven attack, press the ○ button and the ✕ button at the same time. Make absolutely sure that the enemy is right in front of your character!

WRATH OF WRATH

Always have a Ninja Rebirth and/or some Health Potions around when using Wrath of Heaven. If your health is low, 40% or less, using Wrath of Heaven makes more sense because you'll be losing less health proportionally for the same effect.

TESSHU

Tesshu Fujioka is a doctor by day and a cunning hired assassin by night. He differs from Ayame and Rikimaru in several ways. Most importantly, he's much slower than Ayame and somewhat slower than Rikimaru, and he's more powerful than either of them.

Tesshu's Special Items

Tesshu doesn't need to unlock his special abilities. He has them right from the start. Instead, as he moves through the missions, he can unlock items if he has achieved the Master of Assassins rating.

TESSHU

MISSION	SPECIAL ITEM
1	Super Needle
2	Kumihimo
3	Magazine
4	Exploding Arrow
5	Disguise
6	Bamboo Gun

Tesshu's Abilities

As mentioned, Tesshu doesn't have to earn his abilities. However, they're somewhat different from Ayame and Rikimaru's abilities, so read on.

Upper Straight Combo

Knock enemies far away with the Upper Straight Combo attack. Rotate the Left Analog Stick 360 degrees and press the ▢ button. The Upper Straight Combo shows off Tesshu's raw power, tossing enemies far across a courtyard or knocking them off cliffs or into pitfalls. It can also be used to incapacitate an enemy for a short period of time.

Mimic Animals

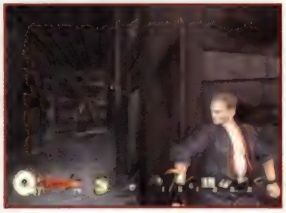
To use Mimic Animals, press the ▢ button while holding down the R1 button at the same time. This ability reduces the amount of time it takes enemy guards to "reset" after they've been alerted by a sound or a suspicious shadow. The guards think that what they heard or saw was just an animal, and they go back to what they were doing so that Tesshu can stealth-kill them or slip past them entirely.

Power Block

To perform a Power Block, press the ○ button right when an enemy starts to attack. This blocks the attack and pushes an enemy off-balance at the same time. Then you can counter-attack.

Enrage

Enrage raises Tesshu's attack strength for a short time. To use Enrage, press the ▢ button and the ✕ button at the same time. Think of Enrage as a built-in Strength Potion for Tesshu! He glows red just as if he's used a Strength Potion, and his attacks are even more powerful than normal.



ALTERNATE LAYOUTS

There are 26 missions in *Tenchu: Wrath of Heaven*, not counting "Into the Portal." Each mission has two alternate layouts, for a total of 78 possible mission variants. The variation between mission layouts isn't in the structure of the buildings, the maps, the locations of the keys, or even the objectives. The difference involves only non-storyline items and the number and locations of the guards.

This guide concentrates on the first layout of each mission. Once you've completed the entire game, you can go back and play the second layout of each mission, and so on.

GENERAL TIPS

Many of the key strategies for winning *Tenchu: Wrath of Heaven* are contained throughout the walkthroughs for the three characters. However, here are some general tips that will come in very handy:

- Try to stay crouched in stealth mode as much as possible. Your chances of being spotted are much lower when you're crouched. If you *are* spotted, the enemy is less likely to positively identify you. They'll just think you're an animal or some other distraction.
- Never kill innocents, such as villagers or Geishas. If you do, not only do you lose 50 points, but any Kanji you've earned evaporates!

- Use items. There's no sense carrying around items if you don't use them. Smoke Bombs can put an end to a pesky Jonin, while a Blow Gun dart to the back of an enemy's neck can get you through a difficult situation.
- When you're jumping or dropping off a cliff, do it in stealth mode! This prevents the slight hesitation that happens when you jump down from a standing position. Moreover, if you roll off the edge of a large drop, you hit the ground running. Whereas if you stand up first before dropping off, you get the animation where the character struggles to get up for a second. This might not seem critical, but that split-second can mean the difference between a stealth-kill and an ugly fight.

- Run away! If you're spotted, grapple up to a nearby ledge or rooftop and cool off there until things calm down. Points-wise, it's better to be spotted, run away, and then come back for a stealth-kill than it is to be spotted and kill the guard straight-on.

- Don't get spotted in the first place. It's an automatic 150-point deduction. Remember, your goal is always to get the Grand Master or Master Assassin rating so that you can unlock the cool item for that mission.
- Don't try to kill every living thing on the map. Achieving Grand Master or Master Assassin status is often easier when you carefully choose your way through a mission and avoid any unnecessary fights.
- Be patient. With the exception of two missions, the Ayame and Rikimaru missions don't have a time limit. Take your time and do it right. It can be very satisfying to complete a mission without being spotted once.

RIKIMARU
PG: 17
AYAME
PG: 63
TESSHU
PG: 106

RIKIMARU'S MISSIONS

The 26-year-old Rikimaru is the leader of the Azuma Shinobi-ryu sect, and as one would expect, he's an outstanding all-around fighter. Rikimaru is lethal with his sword, and he can also move like the wind and conceal himself from his foes with expert stealth. Rikimaru's first five missions will take him through the initial quest to punish the evil merchant, and these missions will reveal a deeper evil waiting for him later in the game.

After selecting Rikimaru, move him to the edge of the waterfall to overlook the lands.

MISSION 1: ECHIGOYA

Buds of evil flower in the darkness as the land of Lord Gohda experiences a short springtime of peace. The fruits of corruption taste sweet to Ghoda's statesman Nasu when Echigoya's son Tokubei invites him to the renovated Echigoya estate for dinner. Tokubei plants the seeds by loaning money to innocent villagers and then, when payments aren't met, abducting their daughters to sell as slaves. Nasu is asked to "overlook" the process. You must punish the evil merchant!

GRAND MASTER REWARD:

Super Shuriken

NEW ABILITY REWARD:

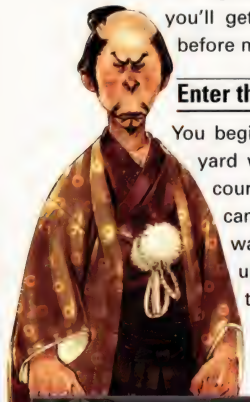
Shoulder Thrust

RECOMMENDED EQUIPMENT

- Healing Potion (x2)
- Caltrops
- Tetsubishi

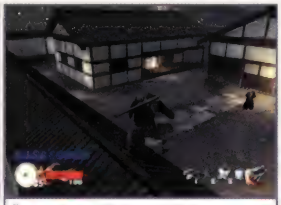
Mission Walkthrough

The Echigoya estate is well-guarded, but fortunately it has its share of secret passages. This can make your job much easier if you choose stealth over conflict. The trick is to stay concealed in the outer courtyard areas, killing only the guards that you absolutely need to take out. Once you're inside the main building, you can kill all the guards. This will give you enough Kanji to ensure that you'll get the new ability (Shoulder Thrust) before moving on to the next mission.



Enter the Courtyard

You begin the mission outside of the courtyard walls. There are two ways into the courtyard. You can move down the water canal to a passage that leads under the wall, or use the Grappling Hook to pull up to the roof of the wall. We suggest the latter approach because you can move freely along the roof without much chance of being spotted.



From the roof, you can move freely around the compound with little risk of being spotted.

BEEHIVE

If you hit a beehive with a Shuriken (or Arrow) when an enemy is near, the bees will attack the enemy!

Enter the Building

There are guards around every building, including three guards partying it up as they guard the Key. Still, you can take them all out without too much trouble. First, wait on the roof until the guard who's moving back and forth turns away. As soon as he does, move in and take him out. You can now enter through the front door of this building. There are no enemies inside, but there are a couple of items worth taking. Move in and grab the items.

Sneak up on this guard and take him out with a stealth-kill.

There is a Grenade and a Health Potion inside the building.

DON'T BE SEEN

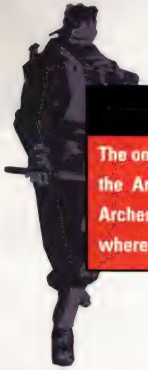
The moment you're spotted, you lose 150 points (a significant amount). Each time you're spotted subsequently, you lose 30 points. This loss of points is huge, and it tends to be the difference between a Thug or Ninja rating and a Grand Master rating. Do whatever you can to avoid being seen. If you *are* spotted, do your best to minimize being spotted in the future. Lastly, ensure that all of your kills are stealth-kills.

Move to the back of the building. This triggers a cut-scene that shows the nearby guards dancing and having fun. Once that's over, look around for a small crawlspace that you can enter by crouching. If you want to bypass the guards and forget about having to obtain the Key, crawl through this area to get to the courtyard of the main building. For the purposes of this walkthrough, let's look for the Key.

If you want to bypass getting the Key, this passageway leads past the locked gate to a shack near the main building.

Clear the Courtyard

Although you don't need to take out every guard in the courtyard, this early in the game, it's a good idea to practice moving around without being noticed. There are several more guards in the courtyard (and even a dog), so move around and take them out using stealth. There's one guard in front of the locked gate, and one guard (an Archer) on the walkway above the locked gate. Use the Grappling Hook to get up to the end of the walkway, and then watch the Archer. Once he turns away, hop up, run at him, and take him out before he turns back.



BEWARE THE ARCHERS

The one enemy who can see Rikimaru on the rooftops is the Archer on the walkway above the locked gate. Archers can see farther, so always make sure you know where they are. Once they spot Rikimaru, the fun begins.

After you've taken out the guard above the door, jump down on top of the guard in front of the locked gate and surprise him. With the courtyard cleared of guards, all that's left is to get the Key.

There's one guard above the door, and one right at the door.

Get the Key

As mentioned, you don't actually need the Key to get into the main building. You can sneak in without it. However, you need the Key if you want to get past the locked gate.

There are three guards partying around the Key. You can sneak into their midst and record one stealth-kill, but then you have two other guards on your tail. Run away and drop some Caltrops to slow up (and injure) the guards as they follow you.

Drop some Caltrops as you run away from the guards. This injures them and slows them down while you hide.

HIDE

After you kill one of the three guards and alert the other two, you can run outside and use the Grappling Hook to get on the roof and hide. After a short while, the guards return to their normal status. Then you can stealth-kill them rather than fight them straight-on.

Once you've killed all the guards, move in and grab the Key. It should be on the floor of the room the guards were in, but it *is* possible that one of the guards has picked it up and carried it with him. If so, you have to canvass the corpses for the Key.

After you pick up the Key, it appears in the Inventory screen.

Negotiating the Passage

Use the Key to open the gate, and enter the passageway that leads to the main building area. Watch Rikimaru's Ki meter as you move through this area, because there are several enemies just around the corners. Hug the walls to peek around the corners as you approach the guards, then stealth-kill them. When you get to the end of the passage, you have to get around a non-combatant Geisha. She won't hurt you, but she will put your Ki meter into the spotted state. Wait for her to turn away, and use the Grappling Hook to get up to the next level. (Stand on the chest to get up there.)

Just keep a low profile and peek around corners to avoid being spotted.

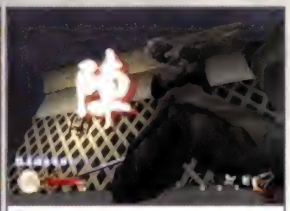
Whoops!

You end up in the main building complex of the Echigoya estate.

Enter the Main Building

The courtyard of the main building is also heavily guarded. Don't worry about taking out the enemies in this area. Just get inside the main building without being spotted. Of course, some guards will have to perish along the way. Get up on the roofs as quickly as possible, because it's less likely that you'll be spotted up there.

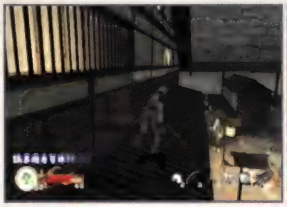
Move between the small shacks in the middle of the courtyard. They'll give you cover.



The courtyard is a good place to build up Kanji.

In this picture, there's a secret passage on the awning of the main building just to Rikimaru's right. This takes you inside the building while bypassing the guards.

Using the rooftops, move over to the main building. Then, enter it by choosing one of three methods. The first way is to jump down, kill the guards out front, and enter through the main door. The second way is to enter through the secret passage on the awning just above the front door. The third way is to enter through the back door or the side underground passageway. We recommend entering through the front door.



Main Building, First Level

Once you're inside the main building, simply walk from room to room, watching the Ki meter so that you're not spotted. When you come across a room with an enemy, move in slowly, wait until he turns away, then smoke him with a stealth-kill.

ALTERNATE PASSAGE

In one of the small buildings in the center of the courtyard, there's a passage under the wall that opens up near the front door to the main building. If stealth is your goal, use this method of moving to the main building.

NEW MOVE

Eventually, you'll get the nine Kanji needed to earn a new move. In this case it's the Shoulder Thrust, which is invaluable later in the game when you need to knock down tough enemies.

When you get to a long hallway, go through the door on the left and drop down into the basement. There's a guard that you must kill, but this is the only way to get to the second level. Jump down, take out the guard, then use the Grappling Hook to go back up to the first level.

From the basement, look up to see this area you can grapple to.

At the far end of the room, the mini-boss fight begins.

After grappling up, go into the room and get ready for a boss fight. There's a guard with a sword and a gun (Tajima) who you have to defeat one-on-one before you can move on to the second level.

Tajima

HP: 100

Tajima has a sword and a gun, and he won't hesitate to use them both. Once the fight begins, it's important to move up to him and start hitting him with combos right away. You want to disrupt his rhythm as much as possible. If you get *too* close, though, he'll pull out his gun and shoot you in the stomach, rocketing you into the air! Just be aggressive, and try to attack when he's readying his gun or is otherwise in transition. This will ensure that he won't block your attack. Use a Health Potion if you take a lot of damage.

After the fight, move up the stairs to the second level.

Only take out these guys if you feel like it. In rooms like this, you can leave the enemies alone. (Note the Health Potion in this room.)

Stand on this crate, then look up.

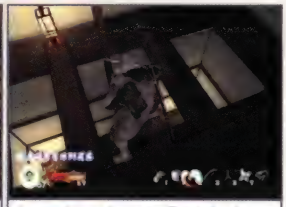
Main Building, Second Level

Go through the second level in much the same way as the first, being sure to take out any enemies along the way. Eventually you'll crawl through a small passageway to a room with a crate in the corner. Stand on the chest and look up to see the third floor.

Main Building, Third Level

There are only two enemies on this level. One is just beyond the first doorway, standing in an alcove. The other is in the area where you'll drop down, at the end of the hallway. You should have no problem sneaking up on these enemies and neutralizing them. After disposing of them, drop back down to the first level to get to the boss fight.

Jump down to the second level, and take out the guard.

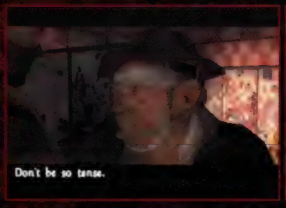


Jump down here to fight the boss.

Nasu

NASU: 100 HP GUARDS: 35 HP

Nasu has two guards to help him out. The key to winning this fight is to rush the two guards and hit them both with one swing right away, and then follow one of them and take him out first. After the first guard is gone, take the second guard out, but prepare to dodge or block any of their attacks. If you start to run out of health, run to a corner of the room and use a Health Potion.



Once you get to Nasu, keep hitting him repeatedly and he won't recover.

After the guards are gone, there's a cut-scene in which Nasu begs and pleads with you not to hurt him. He acts like he's a bad fighter and terribly afraid. He whimpers and offers you a gift if you let him live, but be warned: He is *not* a pushover. If you approach him and drop your guard, he takes advantage of it and viciously attacks. The key is to get ready to swing at him the moment the cut-scene ends. After defeating Nasu, move on to Mission 2.

MISSION 2: GOHDA CASTLE

Echigoya's last words were as informative as they were deadly. There's a traitor within the castle of Lord Gohda—a man wearing glasses named Hamada. You must dispose of the traitor and return to Lord Gohda. But be careful. Gohda's guards don't know of your existence, and they will greet you as an intruder. You must not kill any of Gohda's guards.

GRAND MASTER REWARD:

Exploding Arrow

NEW ABILITY REWARD:

Ninjutsu Block

RECOMMENDED EQUIPMENT

- Healing Potion (x2)
- Super Shuriken
- Ninja Rebirth

Mission Walkthrough

The initial portion of this mission is difficult because you must avoid Lord Gohda's guards completely. Even if they spot you, you *cannot* fight them or the mission will end automatically! The first portion of the mission requires you to exhibit extreme patience, waiting for just the right moment to move past the guards without being spotted. After you take Hamada out, the castle is deluged with Ninjas who want nothing more than to end your life. At that point, the mission changes and you can use your Ninja skills to stealth-kill the enemies while returning to Gohda.

Get to Hamada

The mission begins in a lofted area above the main level. There's a hole that you can jump down, but first, turn around and run back around the corner to find a **Smoke Bomb**. Then drop down and quickly crouch to remain hidden from the guards in the area. Move into the room on your right and stay crouched (use the roll maneuver to move), wait until the guards' backs are turned, and move through the hallways toward Hamada's location. (It's shown on the in-game map.)

Grab the Smoke Bomb before heading downstairs.

Through one of the holes is a box with a Ninja Rebirth in it.

PATIENCE, GRASSHOPPER

The trick to getting past the enemies is to stay crouched, move only with the roll maneuver, and wait until their backs are turned before moving out into the open.

As you move down the long hallway that leads to Hamada's room, keep an eye out for guards. When you enter Hamada's room, the game moves to a cut-scene that shows Rikimaru killing Hamada. At this point, the purpose of the mission changes. Instead of Gohda's guards in the hallways, hostile Ninjas now patrol, just waiting to eliminate you. Before you leave Hamada's room, pick up the Pass Key he left behind.

Get to the Second Level

With the change from Gohda's guards to Ninjas, you can now start stealth-killing any Ninjas in the castle. From Hamada's room, there are two exits—the one where you came in, and a secret exit at the opposite end of the room. We recommend that you go back the way you came and move to the atrium, taking out the three Ninjas along the way.

The foe in the atrium will turn around eventually so that you can run up behind him. You just have to be patient.

After the Atrium is cleared, note the passageway under the boards. Shimmy along this passageway and pick up the **Smoke Bomb**. Then be ready to crouch as soon as you pop up. Use the Key you got in Hamada's room to open the door, then move in slowly to take out the guard inside the room. Once the guard is gone, move upstairs to the second floor.

Use the Key to open this door, but beware. There's an enemy behind it!

Second Floor, Part 1

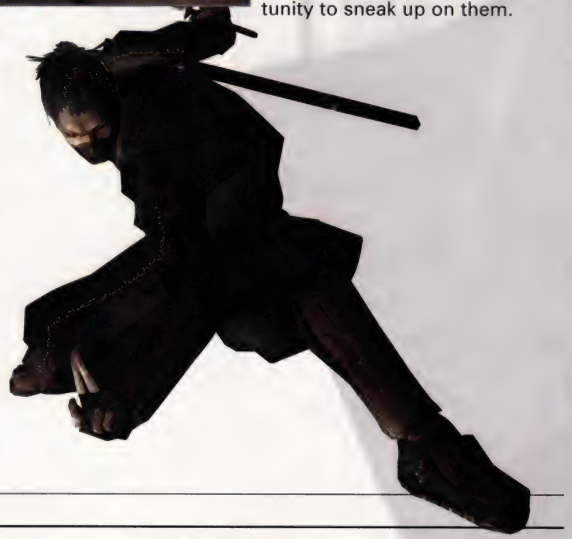
This area is strictly about moving forward while taking out any enemies that stand in your way. Just be very careful, and hug the walls as you approach corners. Keep an eye on the Ki meter to ensure that you don't walk out in front of an enemy. As you work across the second level, you come to a set of stairs leading down to the first level again.

First Floor, Part 2

You need only pass through two rooms on the first floor again, then take the staircase back up to the second floor. You have a couple of enemies to deal with, but you can handle them easily. Just be patient and wait for an opportunity to sneak up on them.

NINJUTSU BLOCK!

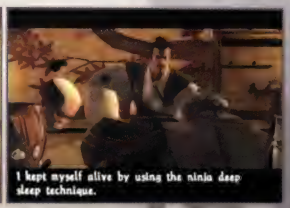
Around this time, you should have the requisite nine Ki to get the bonus move for this mission.



Second Floor and Exit

In the room with the staircase is another enemy. Take him out and move up the stairs again, returning to the second floor of the castle. Continue through the castle, taking out all enemies along the way. Although it's okay to avoid enemies whenever possible, there's almost no way around the foes in these corridors without using invisibility or some other ability that you don't have yet. When you get to the next staircase, descend and move through the doorways below to complete the mission.

You may run into some straight-up battles in this area if you alert the troops.



*Attain Grand Master level to receive the **Super Shuriken** as a new weapon!*

MISSION 3: LIMESTONE CAVERNS

The timing of the Ninjas' surprise attack and retreat made it evident that they intended to keep you from reaching Lord Gohda. The crystal residue found on the Ninjas' clothing indicates that they came from the Limestone Caverns.

The rumor within the realm is that the Shichishito, the sword of the deceased Lord Mei-Oh, lies in the heart of the Limestone Caverns and is attracting evil powers to it. You must go to the Caverns to find the Shichishito Sword.

GRAND MASTER REWARD:

Chameleon Spell

NEW ABILITY REWARD:

Ninja Vision

RECOMMENDED EQUIPMENT:

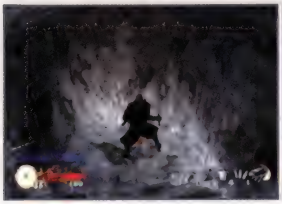
- Healing Potion (x2)
- Blow Gun
- Sticky Bomb

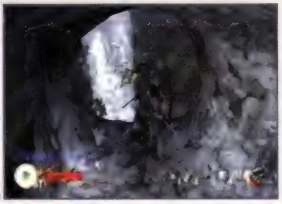
Mission Walkthrough

The Limestone Caverns are a confusing labyrinth of tunnels, tracks, and pitfalls that often lead nowhere. See the map for the definitive path through the Caverns to the fight with Onikage. As with the other levels, patience is important, but you also need to watch the map carefully and know where you are at all times. There are many pitfalls in the Caverns, and one misstep will mean immediate death that a Ninja Rebirth can't fix.

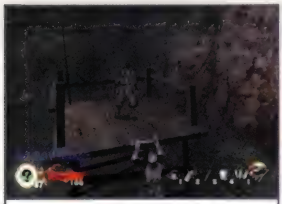
Enter the Caverns

The mission begins above a waterfall in an alcove outside of the Caverns. There's a lone Ninja on a guard tower just outside, and there are two Ninjas to your left at the opening of the Limestone Caverns. Before you begin, turn around and pick up the **Ninja Rebirth**.





The best way to get past this rather difficult situation is to make a running jump for the guard tower (combined with a double jump), taking out the Ninja when you land. From the top of the guard tower, use the Blow Gun to kill one of the two Ninjas below. This makes the final Ninja much easier to handle one-on-one. After turning these three guards into fish food, move into the Caverns.



If you miss the jump, you may end up hanging from the guard tower.

From the guard tower, use the Blow Gun to take down a second guard.

The Caverns, Part 1

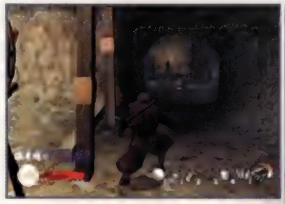
As you enter the Caverns, there's a **Smoke Bomb** on the ground to your left. Pick it up if you can carry it. (Items that you don't use now will be available later in the game.) Then you come to an open room with a raised track running through half of it. There are two guards in this area, and they're talking when you arrive. When their conversation ends, they both turn their backs to you. Take out the guard on the left, then turn and take out the guard on the right. If you're spotted, just hop back up into the passage from whence you came and the guard will forget about you.

Wait for these guards to stop talking before you move in.

THE STEALTH-KILL

Always go for the stealth-kill. Not only does it mean more points, but it's more fun to watch as well!

There's only one way out of the room with the raised track, and that's down a long hallway. Wait for the Ninja who's guarding the area to move out of your line of sight, then quickly move down the hallway and take the turn to the right (see the map). You come to a pitfall that's best crossed with the Grappling Hook, but there's also guard here. You can take out this guard with the Blow Gun before you cross, or you can wait until he turns around and grapple right on top of him for a stealth-kill.



When timed properly, you can grapple on top of this Red Jonin to get a stealth kill.

The Caverns, Part 2

The next area drops down into a larger area. There are two guards below, and one on a walkway above (which is where you're going). If you look carefully, you can watch the guard below and follow his movements. Eventually he'll turn away, and that's the time to jump down and hide behind the pillar. Take out the guards with stealth if possible. Then grapple up to the ledge, hang there until the guard passes, and climb up and kill him from behind.

Grapple up to the ledge, then move to the right.

Keep moving through the Caverns. You come to a pitfall that you can jump over, but it's safer to use the Grappling Hook. Then there's a ledge where you can jump down, either straight ahead or to the right. The best path is to the right, but there's a Red Jonin down there. Wait until the Jonin turns away, then make the jump down and stealth-kill him. From here, jump down again, right off the back edge where the Red Jonin was located. This is a big fall!

When the Red Jonin turns around, jump down and take him out.

Jump down here.

The Caverns, Part 3

When you jump down, there's an enemy in a nearby wooden alcove. Crouch, move slowly over to the wall beside the alcove, and take out the Jonin inside. Move to the next alcove to find a row of wooden barrels that guard a **Health Potion**. Smash the barrels, get the Potion, and move on.

At this junction, move up the ramp to the right.

The Cavern Room

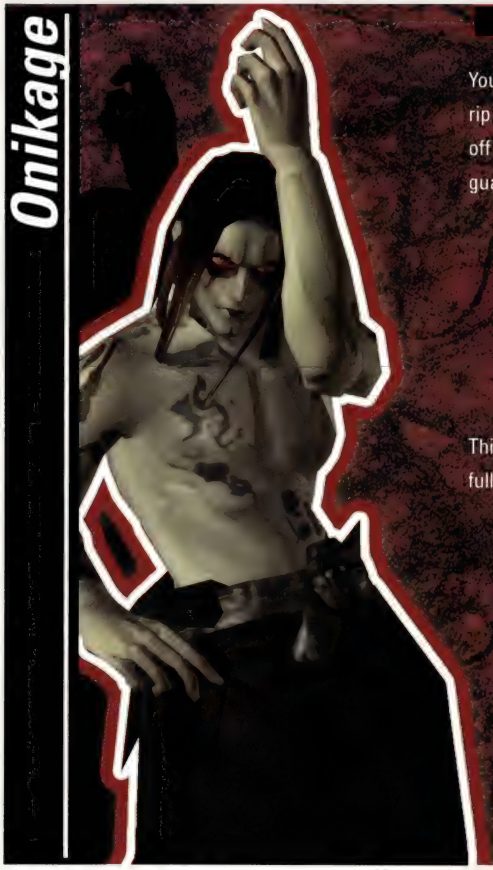
When you finally reach an overhang, you're almost there. You can jump down and kill the guard below and to the left, or you can simply avoid him. Then go down into the large room with planks on the right. Jump down and move along the left side of the plank room, and try to avoid being seen.

PITFALLS!

Be very careful in the plank room, because there are a couple of pitfalls that you can't see until you're right on top of them. Don't get so wrapped up with fighting a Ninja that you accidentally fall off into the abyss.

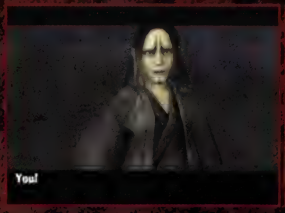
At the end of the plank room on the left, grapple up to the walkway above. This walkway leads to the Cavern Room, where you face Onikage. Follow the path into the room.

Onikage



HP: 100

You don't want to get too close to Okinage or he'll use his special attack to rip at your chest. This causes huge amounts of damage. It's best to start off by blocking his first volley of attacks. Then, once you catch him off-guard, hit him as many times in a row as possible.



This version of the boss isn't difficult to defeat, actually. Just block carefully and counterattack when you see an opening.

Onikage Reborn

HP: 150

This new version of Onikage is tougher to beat, and he'll really pummel you if you get too close. Block his attacks, wait for an opening, and then strike back. If you start to get too close to him, run away. Onikage drinks a Health Potion when his health gets low, giving him another 150 HP. To defeat him sooner rather than later, throw a Sticky Bomb on him early in the fight. Then, when you've worn him down to the point where he starts to drink the Health Potion, press the R3 button to detonate the Sticky Bomb! When he dies, he drops the Potion, which you can pick up.

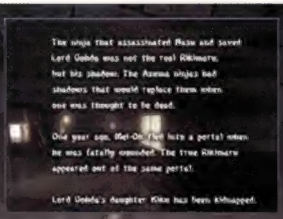
Don't get too close to Onikage or he'll do this.

He may block the first two attacks, but the third will often make it through.

MISSION 4: RONIN VILLAGE

The Ninja who assassinated Nasu and saved Lord Gohda was not the real Rikimaru, but his shadow. The Azuma Ninjas have shadows that replace them when they die. One year ago, Mei-Oh fled into a portal when he was fatally wounded. The true Rikimaru appeared out of the same portal.

Lord Gohda's daughter Kiku has been kidnapped. A letter was left saying she has been taken to the Amagai Castle in a neighboring state. You must go to the Amagai Castle and bring Kiku back. To get there, you must first pass through Ronin Village.



GRAND MASTER REWARD:

Dog Bone

NEW ABILITY REWARD:

Grappling Hook Combo

RECOMMENDED EQUIPMENT

- Caltrops
- Blow Gun
- Rice Ball

Mission Walkthrough

This is a fun mission because the four village areas contain plenty of enemies, and lots of streets, rooftops, and obstacles where you can hide. To charge up your Kanji and get the Grappling Hook Combo, you only need to kill two or three enemies in each area. You don't have to completely wipe out every enemy guard.

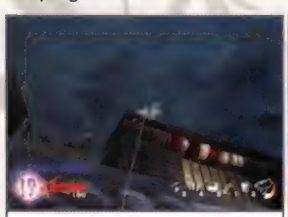
Be careful on the rooftops, because the enemy is also on the rooftops at times. In some cases, the guards even *follow* you onto the rooftops when you're trying to run away.

Cross the Village, Part 1

You begin by a bridge that faces the village, and there's a guard very close to your starting location. In fact, if you don't crouch immediately, he'll spot you within a few seconds. Move down the fence to your left, and look over your right shoulder from time to time to see where the enemies are in relation to you.

There are plenty of guards between the houses.

As you approach another guard in front of you, move to the waterway and drop down inside it so that its high stone walls shield you from enemy eyes. From the waterway you can grapple up to the rooftops, where you should be safe if you stay crouched. Move toward the far side of the area where the waterway leads into a small passageway. Crawl through this passageway, but first eradicate the guards keeping watch over it.



From the waterway, grapple up to the rooftops.

You can even jump down to get some kills.

IN NEED OF ITEMS?

If you choose to scour the entire village, there are a couple of items to pick up. You don't need to do this, though.

If you approach the crawlspace from the right, take out the main guard and go through the crawlspace without fear of being spotted. If you come from the left side, you have to take out *both* guards. Once the area is clear, move through the crawlspace to the next area.

To access the crawlspace, take out this guard before he turns around.

Cross the Village, Part 2

This next section has a walled area that you don't have to enter. In fact, you can just follow the waterway, but that won't add much to your Kanji.

As soon as you pop out of the passageway, you see a guard close by to the right. Once the guard's back is turned, run up behind him and take him out. Then hop up on the roof, move along it until you get to the stone wall, and take a look around.

You can take out the guards inside the mini-courtyard if you want the Kanji, but it's not necessary.

At this point you can move into the courtyard to get a couple more kills, or you can jump down from the wall and move toward the gate. Either way, it's your choice.

There are two large kegs and a house by the gate. This area has two guards and they're both fairly sharp, so be careful as you approach them. You don't have to take the guards out to go through the gate. It's up to you.

If you go into the courtyard, wait until the guard on the raised area looks away, then run up to the wall.

Walk up to the doors to access the next area.

The Giant Kegs

This area is filled with giant kegs. In fact, you can jump from keg to keg to get to the exit door, so you don't even have to fight the enemies if you don't want to.

From the top of the kegs, watch the enemies and jump down on them to stealth-kill them. Once you eliminate an enemy, jump back up on the kegs and move to the next enemy. Once you're satisfied, move through the next doorway to the final area.

You can do a lot from the top of the kegs.

The Inner Village

The final area has plenty of enemies patrolling around, so don't make any sudden moves. There's a guard in front of you as you enter the area. There are also two women and a villager who won't hurt you, but they'll certainly alert the guards to your presence!

To end this mission, you only need to reach the gate. Therefore, you could just run past the guards and run straight up to the door. But where's the fun in that? Grapple up to the rooftops and stay above the guards as you cross the area.

The buildings straight across from the exit gate have a few guards lurking around them. Eliminate the guards, then dispose of the guards in front of the gate with whatever means necessary. Or just run past them to complete the mission.

Two guards, one Rikimaru.

The fight in front of the gate could get ugly.

MISSION 5: AMAGAI CASTLE

The Amagai Castle seems abandoned except for some strange wooden robots. Use haste, but be careful. You must rescue Princess Kiku.

GRAND MASTER REWARD:

Invisibility Spell

NEW ABILITY REWARD:

Cling to Ceiling

RECOMMENDED EQUIPMENT

- Healing Potion (x3)
- Smoke Bombs
- Chameleon Spell (if available) or Ninja Rebirth

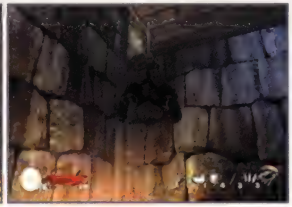
Mission Walkthrough

This mission is a huge challenge, and your head will be spinning if you don't concentrate while moving through the castle. It's highly recommended that you use the illustrated maps to see where the secret rotating trap doors are. If you don't find the trap doors, you cannot complete the mission.

The enemies in the castle are the other problem, because they're not human! They're made out of wood. The smaller Chibots in particular are truly vicious little monsters that can cut you to pieces. The good news about these wooden enemies is that it's possible to eliminate them with stealth-kills or regular combat. It's just difficult.

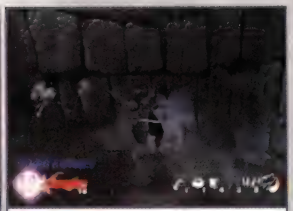
Enter the Amagai Castle

You begin in an area just inside the castle walls. There's a guard patrolling in front of you, so crouch and roll to one of the nooks on the side of the hallway to avoid being spotted. If you can get close to the guard, stealth-kill him and start building up your Kanji. You need the Grappling Hook to get up to the next area. Have a look around, and use a combination of jumps and grapples to access the long platform on one side of the room.



Grapple up to the new area above to find two red platforms. There's a guard below this area, and if you drop straight down you get hit with spears from a trap! It's best to jump away from the area and try to stealth-kill the guard while falling.

Watch for the guard, then drop onto him for a stealth-kill!



Watch for traps! In this area, a set of spears will skewer you if you're not careful.

GO UP!

If you ever get lost or confused, go up. Your goal is to reach the top of the castle, so as long as you're going up, you're doing something right. If you're at a dead end and can't go further, check the map for the revolving trap doors. They take you to an area where you can move forward.

Keep moving through the rooms one at a time, but keep an eye out for trap doors. In the room on the right with a raised wooden walkway and a guard, there are two trap doors that fall away if you get close to them or touch them. Jump onto the walkway, hang there until the guard walks past, climb up, and finish him off.

Find the First Revolving Door

After going through two more rooms, you come to an area with a trap door that shoots spikes down from above. There's a Chibot there as well. Wait until the Chibot turns away, then walk up to the spikes. Don't go underneath them, but just get close enough to trigger them to shoot down. As the spikes go back up, run in and stealth-kill the Chibot.

Keep moving through the rooms, but watch your Ki meter for enemies.

CHIBOTS

You do *not* want to fight a Chibot *one-on-one*. These little enemies are vicious, and their blade-twirling attack can reduce Rikimaru's health in half in just a few seconds. Be patient and stealth-kill them, or simply run from them!

Use the Grappling Hook to get over the pit, then move up the stairs to the second level. There's another Chibot here, so move carefully! The area at the top of the stairs looks like a dead end, but just look up to see an area to grapple to.

Here you find a reversible rotating wall that takes you to a new area. Use these screenshots and the map to find its location. Press the R1 button to put Rikimaru's back against the wall, then it spins him around.

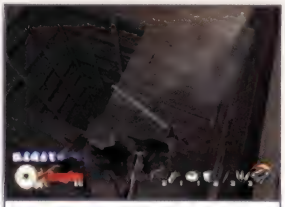
The reversible wall is right in front of Rikimaru.

Put your back against the wall to activate it.

This is where you end up.

Find the Second Revolving Door

After you pass through the revolving door, it's business as usual. Use your Ki meter to find the enemies, then stealth-kill them. Remember that there are trap doors on the floors of many of these rooms. Always be ready for a floor that starts to break away.



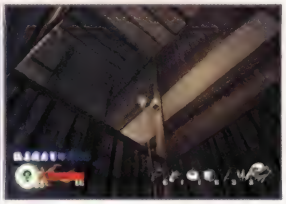
Note the trap door that's fallen away on the floor of this room.

You come to a ledge with a drop-off on the left and an item on the right. Pick up the item (two **Health Potions**), and drop down to the area below. At the bottom of the drop, put Rikimaru's back up against the wall and it rotates to yet another area.

Around you go.

The Room Trap

Now that you've passed through two of the revolving doors, continue up and up and up through the castle. Finally you come to a dead end, but look up to see a place to grapple to. Go up!



At the top, you can go in one of two directions. To the left is a dead end, and to the right is a room with a raised plank running through the middle of it. The *instant* you enter this room, a giant gear closes off the escape route and a combination of Smoke Bombs and Grenades fill the room, causing severe damage. The way to bypass this trap is to stand at the edge of the doorway and aim the Grappling Hook up at the roof. This pulls you up past the bombs, and you land on the central walkway. If you get trapped in this room, use the Grappling Hook to get up to the walkway as fast as possible.

If you run in like this, you'll be in trouble!

Try to grapple up before the smoke engulfs the room.

Once you're on the walkway above, keep moving up. You come to a large open room to the right, and there's a guard patrolling at the far end of the room. Move over to the ledge below the guard and hang there until he turns away.

There's a small Health Potion beside this guard.

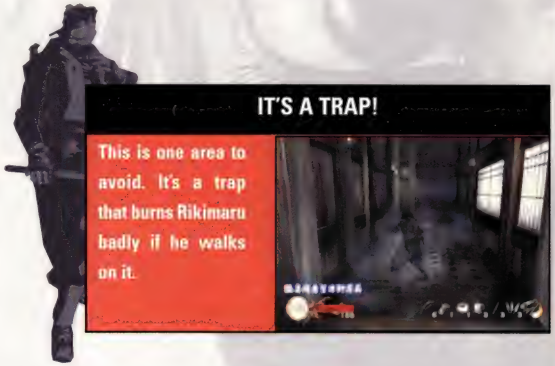
Go Up!

After you kill the guard, move up the stairs and grapple up to the ledge above. Don't climb it; instead just hang there because a guard is nearby. Wait for the right time, dispose of the guard, and move to the right along the walkway. You come to a vicious-looking pit with spear traps on multiple levels. Try to avoid falling into this trap. If you fall, just grapple out.

Avoid this trap.

Grapple up to the area above the trap. Then move through the area with an eye on moving up, but watch out for the Chibots. Also keep an eye out for trap doors. If you fall here, the mission will end in a hurry.

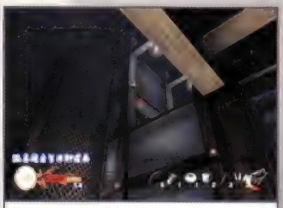
This is the view from the bottom of the trap.



The Chompers

This area can be confusing, but keep looking for the one way out and keep moving. You come to some wooden areas that have red-trimmed railings. Keep moving through this area until you come to a room with a guard. Take out the guard and grapple up to a ledge with two large gears grinding below. Obviously, if you fall into those gears you're toast. The way out is up. Aim the Grappling Hook up and to the right to get out of this mess.

When you see these wooden areas, you know you're getting close.



The way out is up here.

The next room you enter is what we like to call the Chomper Room. It has two huge blades that move up and down. These blades will disrupt the Grappling Hook's cable, so time it very carefully.

The other problem is that there's a guard on the other side. Grapple across, and grapple across one more gap. Then run up the two flights of stairs to get to the Princess.

Just up these stairs to the Princess.

Dr. Kimaira

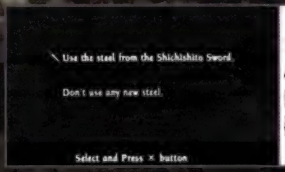
HP: 150

In order to win the fight, place a Sticky Bomb on Maihime or Dr. Kimaira. Then, when she starts to wind up her spinning attack, knock her down with the Sticky Bomb explosion.

Blocking is critical here. A relentless attack keeps the lumbering Maihime at bay and reduces her health quickly enough that you won't have to worry about a long, drawn-out fight. Get close enough to counterattack after the contraption surges forward.

Backing her into a corner is good!

MISSION 6: CEMETERY



This decision affects the visuals you see later on.

Ressai explains that there are two ways to repair the Izayoi Sword. One way is to use the steel that Ressai has on hand. The other is to mix in the steel from another sword that's as strong as the Izayoi, such as the Shichishito. However, mixing in the steel from the Shichishito may have an unpredictable effect on the Izayoi's power. The Heavens have given you a choice.

ENDINGS

The choice you make here affects a cut-scene for Onikage in Mission 9, as well as how Tenrai perishes in Mission 10. Otherwise, the choice doesn't have any effect on gameplay.

GRAND MASTER REWARD:

Fire Spell

NEW ABILITY REWARD:

Feign Death

RECOMMENDED EQUIPMENT

- Healing Potion x5 (as many as you can take)
- Smoke Bombs
- Ninja Rebirth

Mission Walkthrough

This is a unique mission because the undead cannot be killed with normal weaponry. Don't waste any time with explosives, the Blow Gun, or any other conventional weapons. You must use the Muramasa Sword to kill them. The catch (and there's *always* a catch) is that the Muramasa Sword constantly drains life force as you wield it. It won't cause death, but it will drain Rikimaru's health down to one point. Then the slightest contact with an enemy will send him to his grave.

Not to worry, though, because killing the undead with this sword replenishes the health that you're constantly losing. In short, just kill enough enemies at regular intervals and you won't have anything to worry about!

However, you should carry as many Health Potions as possible, just in case. And be sure you've got a Ninja Rebirth as well, or you'll be starting the mission over a few times!

Enter the Passage

There are only two undead in the starting area, and you can stealth-kill both of them with little fuss. The first one is the most difficult because it's partially facing Rikimaru's starting position, but he turns away just long enough to take down the undead creature. After doing so, go to the exit and destroy the undead Archer on top of the building. Then move into the passageway.

*The swordsmith provides the **Muramasa Sword** to get the ball rolling.*

Move inside the passageway.

Find the Hut

The passages are guarded, but these enemies are fairly easy to handle. Just use stealth and wait for them to come into the open. The problem is that the Muramasa Sword constantly drains life from Rikimaru, so always factor this aspect into your strategy.

Be cautious, but keep an eye on Rikimaru's health.

Every undead killed provides more health.

REBIRTH

As long as you have a Ninja Rebirth, you can let the Muramasa Sword drain Rikimaru's health. No matter what happens, the Ninja Rebirth will resurrect Rikimaru after an unfortunate death. Once the Ninja Rebirth is gone, however, you must keep a *very close* eye on his health. Consume a few Health Potions to counteract the sword's powers.

Move through the passages carefully but quickly. When you jump off the ledge and pass through the lighted exit, a door drops behind you and keeps you from retreating.

Things are about to get very hairy.

Showdown at the Hut

The good news is that this isn't a boss fight per se. The bad news is that it's even more difficult than most boss fights. There are three varieties of undead that attack, spewing fire, arrows, and thrashing about with vicious, unrelenting attacks. Stay by the hut and wait for the enemies to approach. Don't drop mines or use any other kind of weapons; the Muramasa Sword is the only thing that can destroy them.

The key here is to isolate the enemies and take them on one at a time. This prevents them from surrounding Rikimaru. Because the Muramasa sword constantly drains life from Rikimaru, you must kill one undead approximately every 20 seconds.

The Ninja Rebirth will save you once... but only once.

If things get too hectic, run away and jump onto the hut. Several enemies will follow suit, but not *all* of them. The fight will become easier and you can drink a Health Potion and recover.

Don't get burned. Stay mobile.

ARROW GUARD

The enemy Archers tend to stay back and shoot from afar. Use this to your advantage if you're surrounded. If you face the Archers, most of their arrows will hit the undead you're fighting, not you. In this fight, you have to use every advantage possible!

Into the Hole

Go to the hole that leads to the next set of passageways and drop down inside. The same rules apply: Move quickly and attempt to execute an undead guard every 20 or 30 seconds to replenish lost health. If the need arises, use a Health Potion. Continue through the passage until you reach the tree area.

The Tree Area

This outdoor area is filled with dark, gnarled, dead trees. There are several undead here. Although it's difficult to eliminate them all with stealth-kills, it *is* possible.

Keep on moving, because that health is draining away!

The Penultimate Passage

It's back into the catacombs, but this is the second-to-last group of passages that you have to endure before the Cemetery. Along the way you come across some disembodied heads, which are more scary than tough. Give them a few good hits to vaporize them.

The Cemetery

The Cemetery is at the end of the passage. In this area, hands emerge from the ground and try to hold down Rikimaru so the disembodied heads can disgorge themselves. Take out the undead, then jump to stay out of the way of those hands. Climb up and over the fence into the passageway above.

Note the black hands coming out of the ground behind and to the left of Rikimaru's left foot.

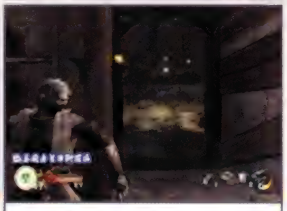
Use the Grappling Hook to get over this fence.

The Final Passage

This set of passages has several dead ends, but none are critical. If you get lost, just pull up the overhead map to backtrack. Move through the passages until you get to the Blood Room. Then pause and make sure you eradicate the undead in the Blood Room with stealth.

The fire that these guys breathe is highly annoying.

Use the Grappling Hook to move into the last part of the passage. Keep on moving until you reach the final outdoor area



This is it: the final area.

The Gate

In this final area, use stealth as much as possible while approaching the gate. If you're spotted and Rikimaru's health is low, make a run for the gate. Once you get there, you'll be safe.

This is the door you must reach.

MISSION 7: BAMBOO FOREST

Ayame, another member of the Azuma clan, is imprisoned for attacking Lord Gohda. She explains that she is being framed and the imposter fled into the Bamboo forest. The imprisoned ninja would rather face the penalties of death rather than have a fellow ninja break her out of prison. Go to the Bamboo Forest and find Ayame's imposter, but use caution. The forest is infested with ninja demons and Shikigami spirits.

GRAND MASTER REWARD:

Ninja Armor

NEW ABILITY REWARD:

Wall Kick

RECOMMENDED EQUIPMENT

- Healing Potion
- Poison Rice
- Ninja Rebirth

Mission Walkthrough

You can complete the mission in the Bamboo Forest without fully exploring several areas. To ensure that your Kanji is maxed out, go ahead and explore every nook and cranny. If, however, your goal is to get through the mission quickly and achieve a Grand Master rating, then follow this walkthrough.

A new enemy makes its appearance in the Bamboo Forest: the Shikigami Spirits. These apparitions, which resemble thin snowmen, don't yield the standard Kanji for stealth kills.

The Canyon

The mission begins in a narrow canyon, complete with a few snowy buttes. The Jonin enemies guarding the path are difficult to fight when alerted, so subdue them with stealth-kills. Since there are three of them, use the Blow Gun or a Poison Rice ball to take them down one at a time.

Lining up a Blow Gun attack.

SUPER TIP

The information that follows will prevent a lot of hassle if used properly. When you throw down a piece of Poison Rice and the enemy sees it, he/she will attempt to pick it up, right? Here's the trick: If you wait until the enemy starts to bend down to pick up the rice, you can rush out and stealth-kill the enemy. This should enable you to get the kill *and* the rice!

The key is that once the enemy starts to bend down to pick up the rice, he/she is committed to that act. In other words, the enemy cannot react as Rikimaru approaches! It's conceivable that someone can go through the entire game using just one Poison Rice ball in this fashion.

Continue down the canyon to find an area with multiple paths. Each path leads to the same place, so keep an eye on your Ki meter and hunt down any enemies who cross your path.

The Passage to the Hot Spring

To reach the next destination, move into the passage shown in the screenshot below. Slowly move through the passage and keep an eye on the Ki meter. There is a secluded hot spring at the end of the passage. The spring's water has special healing properties, so crouch down in the deepest part of the water to heal any wounds. This is a great way to heal without using Health Potions.

This is the passage to enter.

Crouch down in the hot spring to heal up.

Move to the small tunnel and crawl inside. This not only takes you where you need to go, but you'll find a **Smoke Bomb** in the process.

You emerge from the tunnel by the bridge.

The Bridge

There are Spirits under and above the bridge. Dispose of the one under the bridge, then climb up and move into the snowy butte area. From this vantage point, it's possible to stealth-kill several enemies by dropping down from above. However, this area is *optional*. The path leading from this area is underneath the bridge on the opposite side from which you entered.

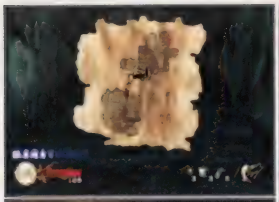
This optional area contains several enemies.

Why not log a few stealth-kills?

There are also a couple of items to pick up.

The Bridge Tunnel

When you're ready, move to the large tunnel underneath the bridge. Follow it to the other side to find a large cavern with a few enemies mulling around inside. It's difficult to stealth-kill these enemies, because they constantly watch each other. Basically, this means that killing one will automatically alert another one. After eradicating them (or sneaking by), continue through the tunnel. The cavern ends near a long staircase, so take it up.



Don't jump on the torches!

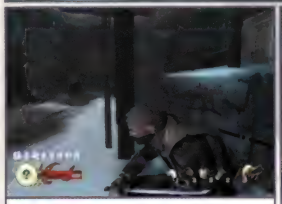
Follow the staircase up.

The Snowman

Dispose of the Spirits in this small field, then move down the path. Follow the path until you see a large snowman. At this point, there are two possible paths to choose: one to the left and one to the right. Both paths lead to the false Ayame, but the left-hand path is a little easier.

Finding the False Ayame

As noted earlier, continue along the path but keep an eye out for the Red Jonin guards. It's somewhat easy to eliminate a Red Jonin with a stealth-kill, but they become much tougher adversaries when alerted. Follow the path to a lighted bridge that leads to a doorway, which leads to the boss fight. If you're under heavy attack at this stage, run into the door to avoid any unnecessary fighting.



The Blue Jonin are tough fighters.

Get to the door at the end of this bridge to leave the area.

False Ayame

FALSE AYAME: 100 HP **JONIN: 75 HP**

This pretend Ayame brings a pair of Jonin to the fight (one Red and one Blue). Focus your attacks on the Jonin by trying to hit them both at the same time. Then with these henchmen out of the way, concentrate on Ayame. To eliminate the Jonin, get far away from Ayame. After doing so, the Jonin will chase more aggressively after Rikimaru. Ultimately, this isolates them from their master.

The last Jonin bites it.

Ayame has a distinct attack pattern. In essence, she takes two steps backward before thrusting with her main attack. Keep an eye on her and use a Hop skill to avoid her attacks (press the ⊗ button and a direction while holding down the R2 button). When she passes behind Rikimaru after missing on the attack, hit her from behind!

MISSION 8: GREAT BUDDHA TEMPLE

Counsel Sekiya informs Lord Gohda that Tenrai's army has taken over the Buddha Temple. Disguised as a temple on the border of Gohda's realm, the building itself was designed as a fortress to guard the land of Gohda from invading armies. Tenrai's plan was to keep Rikimaru occupied in the Bamboo Forest, while keeping the real Ayame in prison so his army could start his attack. Lord Gohda cannot send in his army to take back the temple because it's holy ground. Doing so would also be a sign of vulnerability to his neighboring states. You must infiltrate the Temple and execute the leaders of the enemy's army.

GRAND MASTER REWARD:

Fireworks

NEW ABILITY REWARD:

Ninja Mind Control

RECOMMENDED EQUIPMENT

- Healing Potion
- Blow Gun
- Ninja Rebirth

Mission Walkthrough

The Temple is well-guarded, and there's even a giant bear guarding an area above! Don't worry about destroying every single enemy in the Temple. Instead, just take out the necessary enemies so that you can proceed deeper into the Temple's belly. You're trying to get up to the top of the temple, so when in doubt, go up!

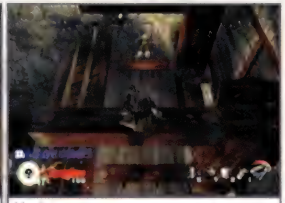
FUGAKU SWORD

The Fugaku Sword is hidden on this level (see the map). This sword will help in the fight with Tatsumaru and throughout the rest of Rikimaru's missions. However, you don't need this sword to win the game.

Getting In

There's a guard near your starting point, so immediately crouch and watch his pattern. When he turns his back, rush out and stealth-kill him. The way into the Temple is above the middle beam that sticks out of the Temple wall. There's a small passageway above that. Crawl through it to enter.

Your first stealth-kill of this mission is an easy one.



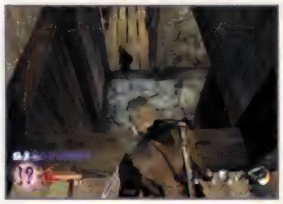
Up here.

You pop out here. Move up to the wall near the guard, then stealth-kill him.

Deeper into the Temple

At the wooden stairs, climb up to the large square room. But don't rush, because there's a monk here who's a vicious fighter. Sneak up on him, and stealth-kill him before moving on.

If you don't get the stealth-kill, you'll be in for a fight!



From the large wooden room, drop down to another area that's guarded. Wait until the guard turns away from you, then drop down and stealth-kill him in one fell swoop.

DROPPING DOWN

If you drop down while holding down the R1 button, even for long distances, Rikimaru (or Tesshu or Ayame) won't hesitate after landing. You'll be able to move and attack immediately. If you jump down out of stealth mode, Rikimaru will hesitate for a moment before he's able to move again. By crouching, you can avoid this hesitation all together!

Jump out onto the ledges and wait for the guards below to move so that they're not looking in your direction. Then carefully jump to the edge of the new area, being careful not to plummet down the pitfall.

If you cut it close, you'll be hanging on by a thread.

When you get to this pillar, just wait until the enemy walks away.

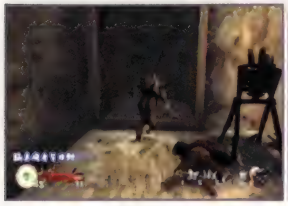
The Inner Temple

After clearing out the area you just jumped to, it looks like there's no way out. The candle-lit path is a dead end. But look up. Grapple up to the edge of a platform that has a guard on it and hang until the guard looks away. Then carefully walk out over the ledge where a guard awaits. You can drop down onto the ground and still have time to get to the guard before he turns to see you.

This path leads nowhere. You can go down here and kill the guard, but there's nothing else down there.

Jump down when the guard isn't looking, then take him out.

After you jump down to the landing and take out the guard, you see a small room that appears to be a dead end. If you look up, however, you'll notice an area you can grapple to. When you get up there, be ready to fight right away!



The Pit

You come to a large pit with a small wooden platform that you can jump down to. This platform has an item on it, so go get it! Then grapple up the other side and move over to the area where the guards are. Take out the guards, then look up to see a walkway. Use the Grapple Hook to reach that walkway, then look for more guards.

The item in question contains some Shurikens.

Sometimes your fingernails are all you need!

There are two ways you can go from the bridge. One way leads to a dead end, while the other leads to the upper temple. Take the route over a gap, then keep on moving!

This way is the dead end.

This is the way to salvation.

Grappling across is the safest way.

Jump down here.

The Faux Dead End

Keep on moving through the passages. When you drop down into the wooden corridor, it looks like a dead end. But look up and grapple to the area above. You come to a boarded-up area. If you jump up on it and look over the edge, it looks like it leads to a deep pit. From where you stand, it looks like this is a dead end. But it's not! Perch up on the wooden planks, fall off (*don't* jump), and move back so that you land on the area right below you. Again, you cannot see this, so you must take a leap of faith.

This looks like a dead end, but it isn't.

This shows that there's an area directly below that you can jump to.

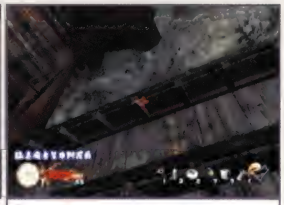
Success!

The Final Stretch

Move down the corridor to an area with a crawlspace. Crawl through the passage, and keep going. You come to an area where a shaft rises above you. Grapple up and keep going through the dank passage.

You're nearly there! The top of the Temple is just above this point.

When you come out into the fresh air, take out the nearby guard. You can see a bear patrolling farther down the walkway, but it's best to avoid fighting it. If you really want to, though, a well-timed stealth attack will take it out in one hit. Look up, just above the hole through which you climbed, to see the way into the Temple.



Grapple up to the entrance to the Temple proper.

The Temple Proper

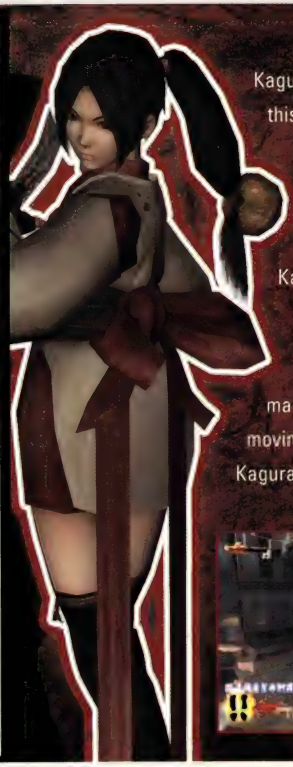
Once you're inside the Temple, move through the corridors to the nearby central room. To initiate the boss fight, drop down to the main floor of this level.

Drop down to the main floor to start the party!

This looks impressive, but drop down to the ground floor to fight the real boss!

Kagura

KAGURA: 60 HP **KAGURA GIANT: 200 HP**



Kagura has a giant that does her bidding. You don't want to fight this thing at all if you can help it. Once Kagura is destroyed, the giant will die with her!

Kagura's magic spells stun and damage Rikimaru, and then the giant walks up and inflicts more damage. Avoid Kagura's attacks and keep moving quickly around the arena.

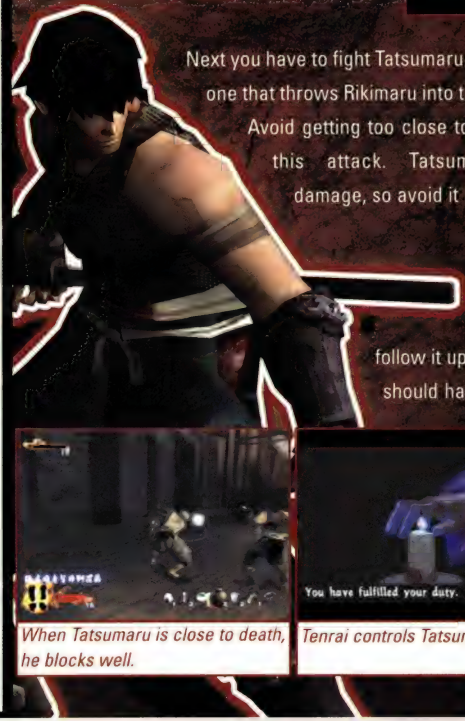
Kagura blinks in and out, disappearing and then reappearing in another location. You must rush her and hit her as many times as possible before she disappears again. Just keep moving. The giant is very slow, so just concentrate on hitting Kagura. Once she's dead, the giant dies with her.

Kagura uses magic spells. Hop away to avoid them.

Don't waste your items here, because there's another boss fight yet to come!

Tatsumaru

100 HP



Next you have to fight Tatsumaru. He has several killer attacks, including one that throws Rikimaru into the air and takes away half of his health. Avoid getting too close to him, and you should be able to avoid this attack. Tatsumaru's thrust attack causes big damage, so avoid it by jumping from side to side.

When you get into trouble, run away from him and drink a Health Potion. Smoke Bombs throw him off his guard; follow it up with a full attack combo. If you die, you should have a Ninja Rebirth on hand to bring you back from the dead.

Once Tatsumaru is cornered, you can usually take out a large chunk of his health with a combo attack.

When Tatsumaru is close to death, he blocks well.

Tenrai controls Tatsumaru's fate.

MISSION 9: TENRAI FORTRESS, PART 1

Two days have passed since the battle at the Buddha Temple. The moon is full and the fog has lifted. It's time to visit Tenrai's Fortress and defeat Tenrai.

GRAND MASTER REWARD:

Decoy Whistle

NEW ABILITY REWARD:

Wrath of Heaven

RECOMMENDED EQUIPMENT

- Healing Potions
- Sticky Bombs, Blow Gun
- Ninja Rebirth

Mission Walkthrough

This mission begins in Tenrai's Fortress. Before you proceed to the inner Fortress to take on Tenrai, you must find Onikage and defeat him. The enemies at this stage of the game are extremely tough and the dangers are many. Pitfalls materialize around many corners, so patience is a requirement. The Fortress is guarded by Marital Arts experts, Monks, Jonin, and even some undead, so bring along the Muramasa Sword. If you elect not to bring this sword, you can still complete the mission. Instead of fighting the undead, you'll simply have to avoid them.

Enter the Fortress

Scan the area for any patrolling Blue Jonin. Dispose of any nuisances with stealth-kills, and move to the area connected with a large log. Move across the log and jump down onto the top of the building below. There's a **Health Potion** behind the far side of the building, but now it's time to focus on the guards. The Kunoichi and Jonin guards won't spot Rikimaru while on top of the building, so jump down on them and execute some stealth-kills. If they're alerted to your presence, jump back up on the roof and wait it out.

Stealth-kills are still the best method of elimination.

If you're in a rush, use the Blow Gun.

When the coast is clear, jump off the roof and move around the corner. Keep an eye on the Ki meter at all times, because these enemies are strong. It's always best to wait and try to perform a stealth-kill rather than fight an enemy one-on-one.

Another one bites the dust.

The Dock Room

This large room houses plenty of enemies. The room's exit is on the far right side, but if you want to be complete you can sweep the entire area clean of enemies. There are plenty of hiding places, and the Grappling Hook provides easy access to some of the ledges above.

*There are some **Shurikens** on top of this ledge.*

The exit is guarded by a Kunoichi and a Monk.

Upon reaching the exit, hang onto a ledge or hide behind something so you can take out the Monk before he sees you.

Hang tough until a chance arises, then exit the room.

The Gun Rooms

Climb the stairs to another series of stone hallways, guarded by patrolling enemies. These rooms house the large guns that overlook the lands surrounding the fortress. Stealth-kill the guards, but always keep moving.

WRATH OF HEAVEN

The Wrath of Heaven is the ability gained upon reaching nine Kanji. This is *the* killer ability in the game. Wrath of Heaven enables you to use Rikimaru's life force to guarantee a kill with your foe. This applies to regular guards only—not bosses! The Wrath of Heaven leaves Rikimaru with only one health point, but it disintegrates enemies with one blow.

The Wrath of Heaven is the "big daddy" of all the abilities.

Continue through the gun rooms and pick up a few items if your inventory isn't too full already. Snap them up and keep moving.

Another Gun Room

In the next Gun Room, look up to find the area you need to grapple to next. Head for the room with the monk in the middle of your path. Take him out, then carefully move around the left side of the platform. If you fall off the edge, death will be a certainty. When you get around the left side, find the small wooden bridge. This is your path.

Cross the bridge.

Continue through the corridors, and stealth-kill anything that gets in your way. The next large Gun Room is guarded by a Red Jonin (perched outside).

*There's a **Health Potion** on these crates.*

To the Boss Chamber

Continue along the path until you reach a room below with a Kunoichi in it. (The Kunoichi are the female martial artists with white hair.) Use a Blow Gun to subdue her to avoid another fight. Then jump down and climb up the step-like stones, being wary of the Red Jonin positioned at the top.

Get him as soon as he turns.

Search the area for the top of a guard tower. Jump onto it or leap to the area below it. Don't worry, this jump isn't a pitfall. Continue in the only direction possible until you reach the door to the boss chamber.

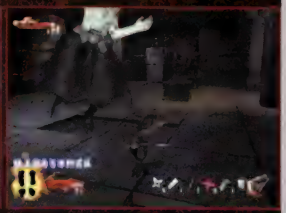
*There's a **Health Potion** at the top of the second tower.*

Onikage awaits behind this door.

Onikage

HP: 200

Onikage is as tough as ever. Fighting at close range isn't an option in this fight, as he will eat Rikimaru's flesh while yelling "I LOVE IT! I LOVE IT!" If you have more than one Sticky Bomb in your inventory, use one to interrupt a potential attack. However, make sure you save one Sticky Bomb to use later when Onikage's health gets low and detonate it before he drinks a Health Potion. This not only prevents him from replenishing his health, but it also provides an extra Health Potion to pick up!

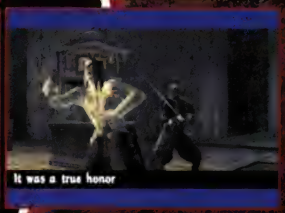


Note the Sticky Bomb on Onikage's left arm that awaits detonation.

The Sticky Bomb is still there.

The Sticky Bomb is detonated.

Dodge Onikage's attacks and keep a Sticky Bomb on him until he tries to drink a Health potion. By utilizing this tactic, you can shorten the fight almost in half. Caltrops also work well against Onikage. He likes to chase after Rikimaru, which makes him a target for Caltrops. When he hits one, he'll hop around. This leaves him vulnerable to other attacks.



MISSION 10: TENRAI FORTRESS, PART 2

With Onikage subdued, you must move on to Tenrai. Defeating Tenrai will drive the evil from this land.

GRAND MASTER REWARD:

Binding Spell

NEW ABILITY REWARD:

Wrath of Heaven

RECOMMENDED EQUIPMENT

- Healing Potions
- Sticky Bombs & Exploding Arrows
- Muramasa Sword (kill the undead)
- Ninja Rebirth

Mission Walkthrough

This is it. With the defeat of Onikage, you're ready to move through the final part of the Tenrai Fortress and face Tenrai himself in the ultimate showdown. This part of the fortress is populated with tough enemies, and there are plenty of areas where one misstep means plummeting to your death! Line up your jumps and grapples carefully, or you'll be sorry.

Enter the Fortress

Start by grappling up to the ledge above your starting point. Then, as in the last mission, start moving through the hallways, always keeping an eye out for enemies.

The Wrath of Heaven in action.

Use the same tried-and-true techniques.

Move to the area where the path breaks into several paths. Don't worry... All the paths ultimately lead to the same place, but you must move through them carefully because there are guards patrolling along many of them.

A marital arts expert hurls spells at Rikimaru!

Deeper

After patrolling the maze, you come to the exit from this level. To reach it, jump to the slightly raised doorway. Move through it into the next area, which is populated by Kunoichi guards.

This shows where the area is located.

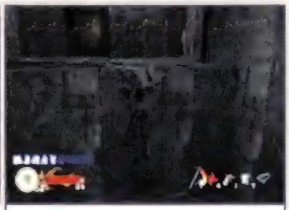
You come to a room with several pillars in it. You can jump up on the first pillar, but it's best to use the Grappling Hook to get up to the subsequent pillars. At the top pillar, you can see the ledge you have to jump to, but you may have to wait because of a guard.

Crouch and wait for this guard to move, or use the Blow Gun to take him down from afar.

The Pillars of Doom

The next room contains a set of pillars around which the ground drops away to nothing. A single misstep will mean death and a trip back to the start of the mission. You need to time your jumps very carefully. When you make a jump to an area along the wall, it's safer to use the Grappling Hook.

A Blue Jonin is around the corner. It's hard to sneak up on him without the Invisibility or Chameleon spells, so you may have to fight him. If you can get him to fall off the edge, he'll die. The trick is to make sure *you* don't fall off the edge too! Move around the room and climb out in steps, level by level.



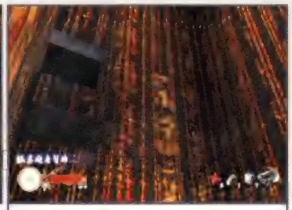
There are several steps to climb up before you can move on.

The Grid and the Color Room

The next area is a grid that contains many enemies. Move through it carefully, using your Ki meter to judge the enemy's distance.

Go up these stairs, then look to the right.

When you get to the staircase, it looks like a dead end. But if you climb the stairs and look across and up, you see a room full of bizarre colors that you can grapple to. Go into the room, then look up again and grapple up to the ledge above.



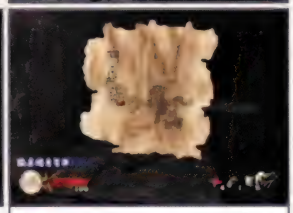
Keep grappling upward.

Outside the room with bizarre colors is a staircase that leads up. There's a gap in this staircase, and you'll die if you fall down it. You can deal with the Jonin on the other other side of the gap by taking him out with the Blow Gun or by jumping across and fighting him.

A good Shoulder Thrust will show this Jonin who's the boss!

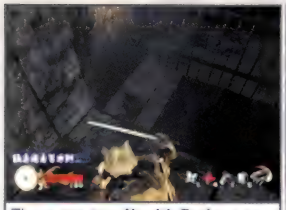
Skyway to Tenrai

Once the Jonin is dispatched, climb up and get onto the walkways above.

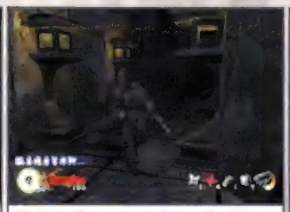


This map indicates exactly where you should be.

The final area before you get to Tenrai requires some creative jumping and grappling to avoid falling to your death. There are also a couple of guards who will need your attention along the way.



*There are two **Health Potions** on the platform below Rikimaru in this screenshot.*



Almost there. Just through this hallway.

There lies the gate to Tenrai!

Tenrai

150 HP

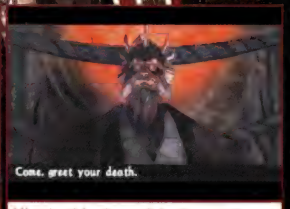
You have to fight several incarnations of Tenrai. This first one is tough, but he won't be the toughest!

Tenrai is adept at blocking attacks.

When using Wrath of Heaven, make sure Tenrai is in front of Rikimaru; if not, it will be wasted.

There are several effective techniques to use against Tenrai. You can use the Exploding Arrows to both damage him and throw him back (he doesn't move quickly). Or you can use Sticky Bombs in much the same way you did with Onikage. Another strategy is to use the Wrath of Heaven spell, but we don't recommend this unless you have at *least* one Ninja Rebirth handy. Otherwise, it's likely that Tenrai will destroy you after you use it. (Remember that using Wrath of Heaven leaves Rikimaru with one hit point.)

A well-placed Shoulder Thrust does wonders.



Uh oh, this doesn't look good...

Follow him around the arena, and attack him after he lunges or when he's just about to cast a spell. If you follow these rules and jump away from him when he attacks or casts a spell in your direction, you can take him down. Unfortunately, that's not the last you'll see of him.

Tenrai (Second Wave)

200 HP

It will appear as though your attacks do nothing to Tenrai.

As you dive in and attack Tenrai, the hits you score don't inflict any damage. Not to worry. Just keep on hitting him, and a short cut-scene interrupts the action to show how to use your damaged eye. Then your attacks on Tenrai begin to cause damage.

Keep following Tenrai around the chamber, doing your best to avoid his attacks and looking for ways to inflict damage. He can block entire combinations of attacks with ease, but keep counterattacking. You should be able to land sufficient blows to defeat him.

He can really unleash an attack!

Just be patient when he's following you, and be aggressive when he finisheds an attack or is casting a spell. Eventually you'll finish him off. Unfortunately, this isn't the last version of Tenrai that you must fight!

Tenrai (Third Wave)

200 HP

The final wave of the fight with Tenrai is the easiest of the three. Move in and hit him hard with your sword as frequently as possible, and the fight will be over in a hurry. Once you defeat him, congratulations! You've won the game!

AYAME'S MISSIONS

At 22, Ayame is bold, quick, silent, and cunning. She has been trained since childhood as a Ninja. As sharp with her tongue as she is with her sword, Ayame uses an acrobatic style of ninjutsu to overcome obstacles living or dead. She adores Gohda's daughter Kiku like her own baby sister.

Ayame is a quicker fighter than Rikimaru. Not only can she move and jump better than her male counterpart, but she can hit the enemy with faster combinations as well. The trade-off is that her attacks inflict less damage, so she must hit the enemy more to get the same results.

MISSION 1: BAMBOO FOREST

A villager bursts into tears in front of town officials. He explains that his daughter was abducted as payment for a loan he couldn't repay. Other village girls have been disappearing in the night as well.

Witnesses come forth with news that the village girls were taken to the temple in the Bamboo Forest. Because of the temple, the Bamboo Forest is considered holy ground and cannot be disturbed by the government or the police. Lord Gohda has no choice but to send you into the Bamboo Forest for silent justice.

GRAND MASTER REWARD:

Exploding Arrow

NEW ABILITY REWARD:

Somersault Kick

RECOMMENDED EQUIPMENT

- Healing Potion
- Caltrops
- Sticky Bomb

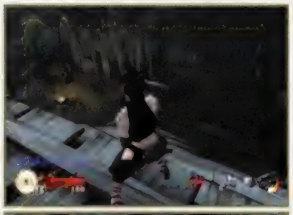
Mission Walkthrough

This is the first mission for Ayame! If you've played through with Rikimaru already, it might take you a few minutes to get used to Ayame's quickness.

This first mission gets the ball rolling for Ayame in the Bamboo Forest, which is one of the larger and more complicated maps.

The Bridge

You begin the mission on the bridge, with a guard below and the snowy butte area just across the bridge and to the left. As the guard below turns away, use Ayame's speed to run down and stealth-kill him from behind. Below the bridge are two exits: the tunnel that leads to the hot springs (where you can heal wounds for "free"), and the tunnel that leads to the caverns and another area of the Bamboo Forest.

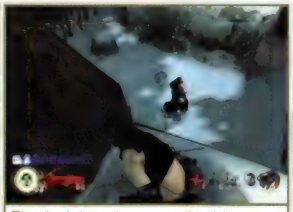


Get your first Kanji with this guard.

This tunnel leads to the Hot Springs if you need some healing.

Snowy Buttes

Although you don't need to explore this area to finish the mission, it provides a great way to log some Kanji and practice using Ayame in combat. Move around the tops of the buttes and drop down for stealth-kills as needed.



The height advantage in this area is very helpful.

Once you've cleared the Snowy Butte area, move back to the area under the bridge if you need to travel via the tunnel, and heal up in the Hot Springs. At the back of the Snowy Butte area is a wall you can climb to get to a new area. There's a guard on the other side. When you drop down, hold down the R1 button so that you don't hesitate from the fall, and then stealth-kill him.

Keep moving through this area. There's a guard at the top of this wall!

HIDDEN AREA

In the Snowy Butte area there's a small mine shaft where you can pick up a Grenade. It's fairly well-hidden and easy to walk right past.

Keep following this path until you get to a passage that leads to the Hot Springs. The tunnel from the Hot Springs leads you back to the area beneath the bridge, from which you can move forward. Once you clear out this maze-like area, you should have amassed at least six or seven Kanji!

The Tunnel/Cavern

Move underneath the bridge into the tunnel, which leads to a well-guarded cavern. Do your best to stealth-kill the enemies inside, then proceed to the area beyond. At the end of this short cavern is a staircase that leads up and out to the fresh air. Climb up, and then crouch in case there are any enemies near the exit.

It's difficult to stealth-kill two guards facing each other because one will alert the other.

To the Snowman

As with the mission in which Rikimaru negotiates the Bamboo Forest, you must now follow the path until you get to the giant Snowman. There are several enemies along the way, so don't move recklessly. Use your stealth abilities to keep from being spotted.

Business as usual. Get behind the guards and smoke them!

Oh yeah!

The Snowman area.

Find Tajima

From the Snowman area, you can take one of two paths to reach Tajima. Take the path on the right. Keep an eye on your Ki meter for any guards on patrol. If you're spotted, just fight the guard on the spot, rather than running away.

There's nothing on the other side of the fence, but it's fun to balance on.

Time your jump carefully over this pitfall, or you'll return to the start of the mission!

Hop up here to get to the boss fight with Tajima.

Tajima

100 HP

Tajima is the same boss Rikimaru fights in the Echigoya Estate. He has both a sword and a gun, and he uses both very effectively. He'll lunge forward with his sword for several strikes, knocking you back and doing significant damage. With his gun he can fire from afar, and he can put the pistol right into Ayame's stomach and blast away like there's no tomorrow.

You caught them red-handed in a… card game?

The key to avoiding his attacks is to listen for his cry of "Fly Baby!" This means he's about to let loose with his guns, so hop out of the way.

Time to get acrobatic.

When he's on the ground, give him a little extra!

This fight is a little different than Rikimaru's fight because you have a lot more space to hop around and avoid Tajima's attacks. When he extends himself to fire, move in and hit him with a good combo. Then, when he's on the ground, go for a killing blow. He won't last long.

HEALTH POTION

If Tajima gets a few hits on you, don't hesitate to use a Health Potion. There's no sense dying in the last few seconds of a mission, only to have to replay the entire thing.

MISSION 2: ECHIGOYA

Tajima mentioned Echigoya in the Bamboo Forest, which is proof that Tokubei has inherited the family business after his father was killed. You must infiltrate the Echigoya estate and punish the evil merchant.

GRAND MASTER REWARD:

Invisibility Spell

NEW ABILITY REWARD:

Ninjutsu Block

RECOMMENDED EQUIPMENT:

- Healing Potion
- Caltrops
- Sticky Bomb

Mission Walkthrough

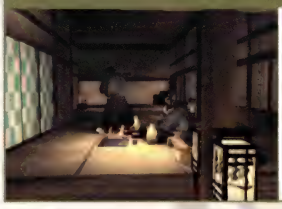
This mission is very similar to Rikimaru's mission in the Echigoya estate. The key to this mission lies in not being spotted at all, so the roofs around the complex are the most prudent means of travel. Some enemies in this mission will have to be eliminated because there's no way around them, but in the courtyards it's better to avoid the guards.

This passage takes you to a hut in the courtyard of the main building.

Secret Passage

Use the secret passage in the nearby building to get to the main building's courtyard area. Move along the rooftops until you can drop down behind the guard in front of the door, then drop down and stealth-kill him.

THE SECRET PASSAGE



You see the three guards in a cut-scene as you get close, but you can avoid them and take the secret passage.

Enter the Main Building

Again, despite the temptation to take out every guard in the courtyard, it's best to avoid most of them. Once you're inside the building, there will be plenty of enemies to take out to build up your Kanji.

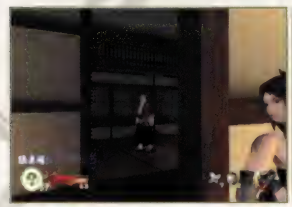
If you're spotted, head for the rooftops!

The front door is as good a way as any to get into the main building. Use your inherent sneakiness to get near the door's guard, then take him out and move inside.

He won't even see you coming!

Main Building, 1st Floor

Once you're inside the main building, rely on stealth mode. Crouch and roll along to avoid being seen. Move from room to room, taking out enemies as you come across them. Within the confines of this building, it's much easier to take out the guards one at a time and earn some great Kanji.



Move into the long hallway, and enter the first door on your left and drop down into the basement (after taking out the guard). Grapple back up to the first floor, and then move to the staircase and head up to the second floor.

Enter through this side door, but beware because there's a guard just inside.

Grapple up from here.

Main Building, 2nd Floor

Keep moving through the second floor. Go through the crawlspace to reach a new area. From here, grapple up to the third level.

Some of the guards are sleeping, which is like taking candy from a baby!

Grapple up to the third floor.

Main Building, 3rd Floor

On the third floor, you have just one guard to take out. Then move down the hallway, jump down to the second floor, and take out the last guard. After that, drop down to the first floor to fight Nasu.

ITEM

There's a **Ninja Rebirth** in the room just before you drop down to the first floor.

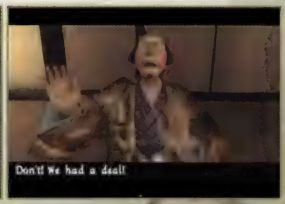
Nasu

100 HP

Nasu isn't difficult to kill, but he's much tougher than he looks. He puts on a whimpering façade that makes it seem like he couldn't hurt a fly, but he has some very powerful attacks that can knock you right over. Get in close and use your speed to hack at him mercilessly. When you get him down to one-third of his health, he starts begging you not to hurt him. This is a trick! Start hitting him as soon as his begging cut-scene stops to avoid his counterattack.

Nasu drops Smoke Bombs to try to throw you off, so just keep your distance and they won't affect you. If you hit him when he's about to toss a Smoke Bomb, you can pick it up for yourself.

After you've defeated Nasu, run back across the third floor and drop back down to the first floor on the other side of the main building to end the mission.



Grapple back up!

MISSION 3: GOHDA CASTLE

Lord Gohda nods quietly as you report to him about the three jewels that Echigoya spoke of. However, he makes no mention of it and asks you to forget the conversation. A few months later, a treacherous incident occurs. Hamada, one of Lord Gohda's men, takes Gohda hostage and demands that the Jewel of Virtue be brought to him. Timed with Hamada's acts of treason, a mysterious band of Ninjas attacks the castle and takes over every floor. You must hurry to rescue Lord Gohda and dispose of the traitor.

GRAND MASTER REWARD:

Super Shuriken

NEW ABILITY REWARD:

Ninja Vision

RECOMMENDED EQUIPMENT:

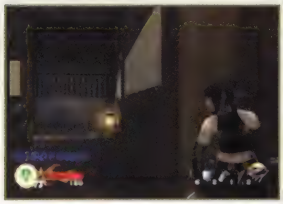
- Healing Potion
- Blow Gun
- Poison Rice

Mission Walkthrough

Your job is to get across the castle as quickly as possible and defeat the boss. There are plenty of Ninjas to deal with along the way, so you won't have any trouble attaining the Ninja Vision ability.

The First Floor, Part 1

You must get across the first floor to the staircase that leads up to the second floor of the castle. There are plenty of Ninjas around, so just watch the Ki meter and stealth-kill them. Use Poison Rice to smoke out any Ninjas that are within sight of other Ninjas. Remember, if you hit the enemy as he's starting to pick up the Poison Rice, you'll catch him off-guard and still retain the rice!



Just keep moving through the halls toward the room with the staircase leading up. Don't rush. Take your time to line up the Ninjas and stealth-kill them. If you're careful, you can go through the whole mission without getting spotted.

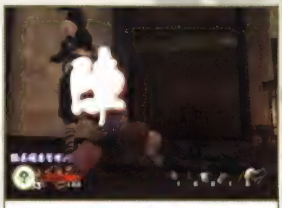
There's a Grenade in Hamada's room if you want it, but we recommend that you go through the atrium and crawlspace to an open area where a Kagura guard awaits.

STEALTH-KILL

You don't have to take out all of the Ninjas in the castle, but the layout is so straightforward that it's fun to stealth-kill them all without being spotted!

The Second Floor, Part 1

Up the staircase is a Kagura guard, but you can get at her through the small dining room. After she's toast, move from room to room, looking for enemies.



Ayame is one tough fighter!

Go down the stairs.

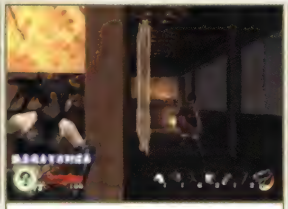
The First Floor, Part 2

Back downstairs, cross two rooms to get to the stairs back up to the second floor. However, there are three guards in this area that you must contend with first.

*After you finish off the Kagura guard, there's a small **Health Potion** on the pillow.*

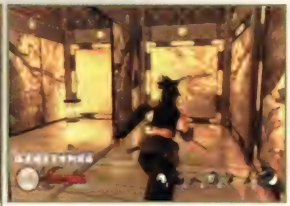
Back up the stairs to the second floor.

It's more of the same here. You're headed for the staircase down to the boss fight, so just keep moving and killing. By now you should have earned the ability for this mission (Ninja Vision). If you haven't, there will be plenty of chances between here and the boss.



Like lambs to the slaughter...

Keep moving, you're almost there.



Take out this guard, then go down the stairs.

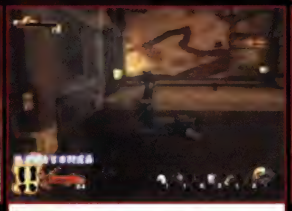
Take out the guard in the last room and descend into the brightly-lit boss room.

Hamada

100 HP

Hamada is aggressive and good with his sword, but you can handle him. The key to defeating Hamada is to block his attacks and then immediately counterattack. If you can't block his attacks, you'll be stunned long enough for him to get ready for your next attack, so blocking is critical. A Smoke Bomb will blind him nicely so you can collapse him with a wicked combo. Once Hamada is reeling, just keep hitting him with everything you've got and he'll fall in a hurry.

Lightning flashes fill the room as you fight.



Hit Hamada when he's down!

MISSION 4: CEMETERY

The mysterious voice that emanated from Hamada's corpse called himself Tenrai. Gohda is shocked that Tenrai knew of the three secret jewels. Long ago, the jewels of Heaven, Earth, and Virtue gave the Gohda family the power to control the realm. Two of these jewels were stolen by thieves. The third one, still in Gohda's possession, is the Jewel of Virtue. With the Jewel of Earth in Tenrai's possession, Gohda must find the Jewel of Heaven before Tenrai gets his hands on it. But before that, Gohda must prepare for other attacks by Tenrai.

By controlling Hamada's dead body, Tenrai has proven himself to be a master of spiritual powers. Lord Gohda knows that he needs weapons of equal spiritual strength to fight back if Tenrai ever attacks again. Gohda's family diaries speak of Yoto Swords, which were so spiritually powerful that his ancestors had to seal them in a shrine in the Cemetery to keep them from taking the lives of their owners. To get to the shrine, now an old house, one had to break five sealing stones within the Cemetery.

You must go to the shrine in the Cemetery to retrieve the Yoto Swords, but be careful. The spirits blocking your path cannot be hurt by normal swords.

GRAND MASTER REWARD:

Chameleon Spell

NEW ABILITY REWARD:

Grappling Hook Combo

RECOMMENDED EQUIPMENT:

- Healing Potions
- Blow Gun
- Strength Potion

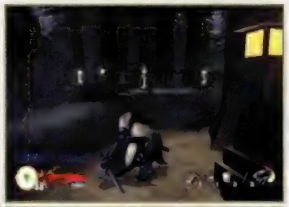
Mission Walkthrough

This mission is unique because the Cemetery is full of undead creatures, none of which you can destroy with your current weaponry! You must use stealth and basic evasion to make it through this mission safely.

Fortunately, not all of the enemies are undead. There are Ninjas and Kaguras throughout the mission, so you can build up some Kanji as you move through. Take along some Health Potions.

The Start

You begin this mission with an undead creature fairly close by. You must make it past this creature without alerting it to your presence, because there's a Ninja who comes after you if the creature calls out. Move carefully, crouching and rolling from tree to tree as you move toward the passageway. There's a sealing stone next to the doorway that you must hit before you can continue.



Once the undead creature sees you, the ninja comes up to attack.

This is the sealing stone you must hit.

ENEMIES GALORE

There's a Ninja on one side, an undead swordsman on another, and yet another undead creature nearby. Run!

The First Passage

There are some Ninjas in the first passage. Take them out with stealth, if possible. Keep moving through the passage, using common sense and caution.

Once you pass a certain point, you're locked in.

*Not all dead ends are bad. This one has a **Smoke Bomb**.*

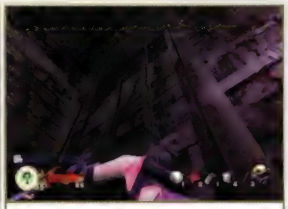
Continue moving through the passages. Although there are some dead ends, the passage ends up in the same place no matter which twist or turn you take. When you get to the Blood Room, be wary of the undead patrolling it.

There are a few Kanji to be earned in these halls.

The Blood Room and Beyond

In the Blood Room is an undead creature patrolling diligently. Wait for the creature to pass, then run past him to the left and grapple up. As you work your way through this area, you find both Ninjas and undead creatures, sometimes together. If you're attacked by more than one enemy, run for it.

Don't dally down here, because the enemy can't be killed.



Grapple out of there.

Just let the enemy pass and make a run for it.

*There's a **Ninja Rebirth** in the box—you'll need it.*

Some undead spew fire, so keep your distance at all times.

You're almost out, but there are still two undead in the area!

The Dark Courtyard

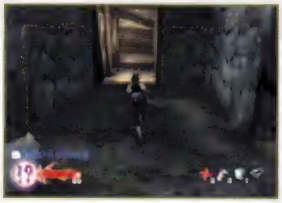
You come out of the passage into an area surrounded by a tall fence. Jump up and flip over the fence. You should be glad it's there, because it prevents the enemy from coming after you!

There's a sealing stone in this area, and if you miss it, you won't know it until you've made it a bit further. Take your time and find it now.

The first sealing stone in this area.

In the Dark Courtyard, use whatever it takes. In this case, a Ninja can be felled by the Blow Gun.

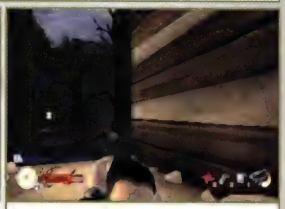
Although it's possible to simply make a mad dash for the sealing stones, it's much better to sneak around so you don't take any unnecessary damage. Once you've hit the sealing stone, move into the passageway on the far side of the Dark Courtyard.



The Second Passage

This passageway has floating heads in it. You can't destroy them, so just try to avoid them and keep moving.

You have to look way up to see this grapple point.

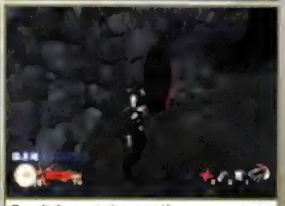


You've made it to the next area!

The Gnarled Tree Field

This field has three enemies in it, and thank goodness they're all Ninjas. Move slowly and carefully from tree to tree, staying crouched the whole while, and you can take them all out with stealth kills!

Another stealth-kill on a hapless Ninja.



Don't forget the sealing stone here!

The Third Passage

Move through the next passage carefully. There's a gap that you can grapple across, but when you need to grapple back, there's a Ninja and an undead creature waiting for you. The best thing to do is wait for the undead creature to turn away while the Ninja is out of sight during his patrol, then grapple across quickly and get out of the undead creature's line of sight. You should be able to stealth-kill the Ninja.

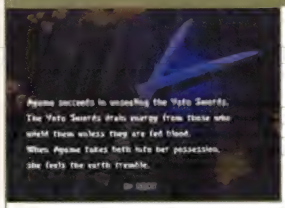
This is a very difficult situation, and it's hard not to be spotted by one of the two enemies on the other side.

When you get to this hole, you've made it. Grapple up and out!

The Hut

You've almost made it. Your goal was to get to this hut, which is a ruined temple. Run up the hill to the sealing stone, hit it, then move to the front door of the hut.

IN-GAME TEXT



Ayame succeeds in unsealing the Yoto Swords. The Yoto Swords drain energy from those who wield them unless they are fed blood. When Ayame takes both into her possession, she feels the Earth tremble.

Headless Giant

200 HP

This huge, headless giant is carrying around its head in one hand and trying to slice and dice you with the other! Fortunately, this boss is relatively easy to hit and doesn't block well, so you can take it down with a few good attacks. Keep an eye on your health, however, because the Yoto Swords will constantly drain it. You may have to drink a Health Potion or two to keep from getting too low.

Follow the giant around the arena and hit it after it attempts to attack. Take your time and don't get too close, because that's where the boss will do the most damage.

MISSION 5: RONIN VILLAGE

Two months pass after you retrieve the Yoto Swords. Lord Gohda has sent all of his men to find the Jewel of Heaven before it falls into the hands of Tenrai, but to no avail. An old sage named Zennosuke, who lives in a red house in the Ronin Village, is rumored to know the whereabouts of the Jewel of Heaven. Tenrai's men also know of this rumor and are already at the Ronin Village. You must get to Zennosuke before they do.

GRAND MASTER REWARD:

Fire Spell

NEW ABILITY REWARD:

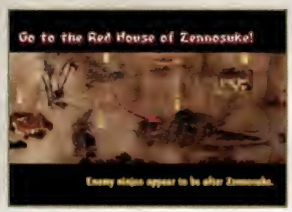
Cling to Ceiling

RECOMMENDED EQUIPMENT:

- Healing Potions
- Blow Gun
- Poison Rice

Mission Walkthrough

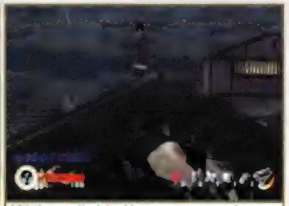
Much like Rikimaru's mission in this area, you must move through the four areas of the map and make it to Zennosuke's house. The area is patrolled by guards and Ninjas. The Ninjas have another agenda: to get to Zennosuke before you. There are plenty of houses, streets, and rooftops to use as cover. Remember that you don't have to take out every enemy along the way, just the ones who cross your path. If you adhere to this rule, you'll still obtain the nine Kanji needed to get the new ability.



The Village, Part 1

You begin this mission in the outskirts of the village. There are many guards and noncombatants moving around, and all of them are capable of spotting you, so keep low and move cautiously. Don't go out of your way to kill these enemies; just take out the ones who stand between you and the crawlspace that leads to the next area.

The rooftops aren't vacant, so watch your step. There's usually at least one Kagura on the rooftops at all times.



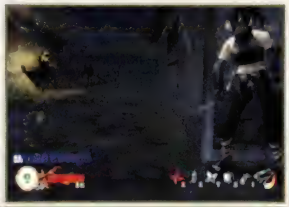
Wait until this Kagura turns the other way, then take her out.

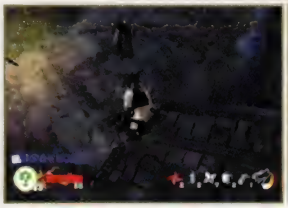
The hard part is getting past the Ninja and Kagura patrols on the rooftops.

SCOUR THE AREA FOR ITEMS

There are a few items in this area, like this Health Potion by the bridge.

When you get to the crawlspace, you have two Ninjas to contend with. If you have Poison Rice, use it to lure one of the guards between the shacks so that the other Ninja can't see him. If you do it right, you can stealth-kill them both. Then go through the crawlspace to the next area.





The Courtyard Area

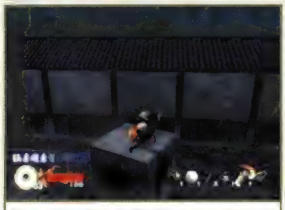
This area contains a courtyard that you don't need to enter. Your ultimate goal is to get to the gate that leads to the giant keg area. But if you want to load up on Kanji, you may want to sneak into the courtyard.

As you come out of the crawlspace, you're very close to two Ninjas. If you don't crouch and get out of there quickly, you'll be spotted! Move along the waterway until you get to the Ninja who's waiting around the corner. Take him out and hop up to the rooftops of the courtyard buildings.

You can dive right into a fight, but it's not recommended.

It's better to crawl along the waterway slowly.

If you want to clear the whole area and get the Kanji, move inside the courtyard and wait for the Kagura on the platform to turn around. Then take her down. Once you're done with your sweep of the area, move to the gate that leads to the giant keg area.



*There's a **Ninja Rebirth** on this stone inside the courtyard.*

The Giant Kegs

This area is easy to cross if you grapple up to the top of the kegs and jump from keg to keg. Wait for the guards below to get close, then jump down and take them out in one fell swoop. Once you're finished with this area, go through the doors to the inner village.

*There's a **Health Potion** in the corner of the giant keg area.*

The Inner Village

You need to crouch here immediately because there's a villager nearby. He can't hurt you, but he'll alert the guards if he spots you. Move through the village, using the rooftops as much as possible. You're headed for the well-lit red house near the gate to the Amagai Castle.

Use the Blow Gun to take down this Kagura from afar.

Once the Kagura's down, the rooftops are yours.

Your goal is to enter the door of this house.

Through this door are two boss fights!

A NEW ABILITY!

In this area, you'll likely get the Cling to Ceiling ability.

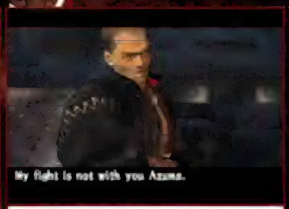
Tesshu

100 HP

Tesshu is actually the secret character that you unlock after you complete Ayame and Rikimaru's quests. He's a doctor who works as an assassin on the side, so he's very skilled at "surgical strikes" that inflict lots of damage.

Ayame, meet Tesshu.

Tesshu is powerful and can knock you straight back.



Tesshu calls off the fight after you show him a little of your stuff.

The moment the fight begins, he lunges with his handspike. Be prepared to hop out of the way, then counter his attack with a combo of your own. Once you get a few good hits on Tesshu, he calls off the fight! Unfortunately, that isn't the end of this mission...

False Rikimaru

100 HP

This guy looks and talks like Rikimaru, but he's not. You can tell because he's trying to kill you! Rikimaru has tough sword attacks, and he also has the Shoulder Thrust to throw you back.

Block his attacks, and then, when he starts to wind up for his Shoulder Thrust, hop out of the way and counterattack. It's a tough fight, but if you keep blocking and counterattacking, his 100 HP won't last long.

MISSION 6: AMAGAI CASTLE

You've been caught by Kimaira, and you wake up in a cage. As you prepare for your escape, the guard in front of you suddenly shrieks in pain. Tesshu has followed Kimaira there. After seeing that you can escape by yourself, Tesshu tells you that Zennosuke mentioned a secret jewel hidden in the eye of the statue in the Buddha Temple. Then Tesshu disappears.

GRAND MASTER REWARD:

Ninja Armor

NEW ABILITY REWARD:

Feign Death

RECOMMENDED EQUIPMENT:

- Healing Potions
- Sticky Bombs
- Poison Rice

Mission Walkthrough

Most missions *end* with a boss fight, but this mission *begins* with one! You must defeat Dr. Kimaira. You then have just 20 minutes to descend through the castle to the bottom level. If you don't get there in time, you lose the mission. The rule is: When in doubt, go down!

There are two reversible walls that you must use, and they're tough to find. However, this section will reveal their exact location.

Remember that this castle is patrolled by wooden guards, and the small, cute ones, the Chibots, are vicious and have several attacks that can turn Ayame into hamburger before you can say "Azuma Ninja."

Dr. Kimaira

150 HP

Dr. Kimaira's contraption is a tough nut to crack. It's large, can move relatively quickly, and has a spinning attack that disables Ayame for several seconds while inflicting major damage. If you have a Sticky Bomb on hand, throw it on Maihime or Dr. Kimaira and wait for the spin attack to begin.

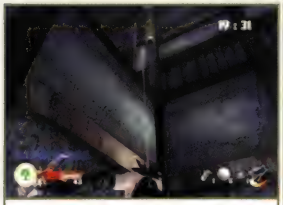
Use the Sticky Bomb to stop the spinning, then run over and hit him as he tries to get up. You need to get close enough to counterattack after the contraption surges forward with its lunge attack. You have a large area to move around in, so use Ayame's jumping ability to stay out of the way of Maihime's main attacks.

If you get close, use a combo to take him down.

The Upper Levels

Okay, you have 20 minutes to get down to the basement of the Amagai Castle. There are plenty of wooden enemies and two revolving secret doors, so it won't be easy!

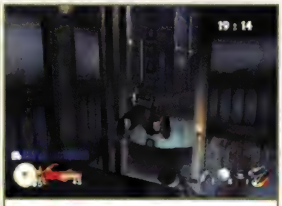
Head out and move down through the castle. If you've already played through Rikimaru's missions, you already know the basics of this map.



Use the Grappling Hook to cross this room.

They may be made out of wood, but you can still stealth-kill them!

Now you come to the Chompers, giant blades that are moving up and down. Use the Grappling Hook and time the movement of the blades to get across. Once you're through the blades, jump down past the grinders. Since you're moving down, the Grappling Hook won't work. You can get to the ledge by jumping toward it and using the stick to guide your fall.



It's all about timing the movement of the blades to get across.

The second set of grinders is smaller, and the jump is easier. This area has a guard, however, so time your jump down so that he doesn't see you. Then take him out.

The Second Floor

Now that you're past the blades, work your way through the second floor. This area has trap doors, pits with spears, and booby-trapped floors. Keep moving down, but do so cautiously. Also, if you get close to a Chibot and it spots you, run for it. The Chibots are very tough to kill and do a great deal of damage.

This floor with holes in it is a trap!

*This sunken room contains two items, a **Smoke Bomb** and a **Grenade**.*

LURE THE ENEMY INTO DANGER

Sometimes it's best to lure an enemy onto a trap rather than risk crossing it yourself.

First Revolving Door

Drop down into the dark and dimly lit cell area below, and take out the guard. Lean up against the reversible wall and to go to a new area. (Not to worry, these screenshots show where the wall is located.)

The reversible wall.

Around you go!

Just to be sure, this map indicates where the wall is.

Move down the new hallway. If you want, grapple up and get the item in the alcove. There's also an enemy in this hallway that you'll have to kill. After doing so, grapple up and out.

Grapple up to the small alcove to get an item.

*There's a **Sticky Bomb** in this small alcove.*

Second Revolving Door

Grapple up and out of the dark cell chamber into the cozier and warmly lit area above. The next revolving door is right there! Move up to it and hug the wall to make it turn.

Here's a map to help pinpoint the wall's location.

The Third Revolving Door

After you go through the second revolving door, pass through a series of rooms guarded by Chibots and other wooden enemies. You come to a dead end eventually. In fact, this is the third and final revolving door.

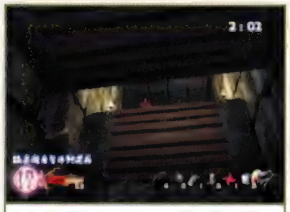
The last revolving door is at the end of this room.

The Final Stretch

After you pass through the last revolving door, jump down off the ledge, take out the guard, and keep moving as fast as possible. Chances are that you have less than five minutes left. Watch out for guards, though, especially the Chibot near the spear trap room.

Get up close to the door. Then, as the spears are retracting, run underneath it.

You must strike a balance between waiting for the best time to fight and keeping an eye on how much time is left. At this point you're close to the end of the mission, but you need to hurry.



Grapple up here.

You made it!

The Onikage Decision

When you reach the end, you're faced with a choice of either fighting Onikage or letting Rikimaru fight him. The choice you make here affects a cut-scene later in the game. Unless you're dangerously close to death, we suggest you fight him and teach him a lesson!

Here you go!

Onikage

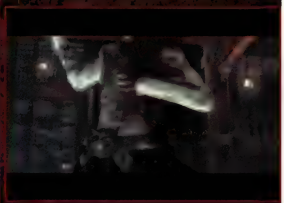
150 HP

You'll be okay as long as you stay away from Onikage's attack where he sticks his hands into Ayame's chest and drains life from her. This is the time to use that Sticky Bomb you picked up in the middle of the mission. Place it on Onikage, and move away from him before he can launch his life-draining attack. Be aggressive with your combos.

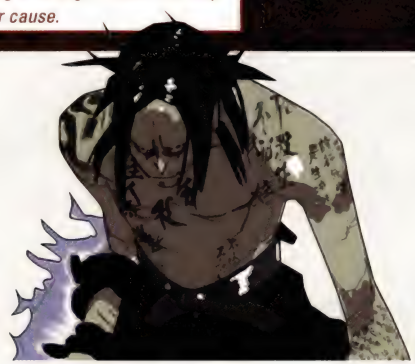
This is what you want to avoid.

The key to beating Onikage quickly is to prevent him from healing himself, which he does in one of two ways. He can drain health from Ayame, and he can drink a Healing Potion. Use the Sticky Bomb to take away the latter ability. Also, if you have one or two Ninja Rebirths, you can be very aggressive because you know that you still have another chance even if you die.

Yep, Onikage wins the Scary Guy Award.



Using a Strength Potion will help your cause.



MISSION 7: GREAT BUDDHA TEMPLE

According to Tesshu, the Jewel of Heaven is hidden in the eye of the statue inside the Buddha Temple. Ganda, one of Tenrai's Lords of Darkness, is already at the Buddha Temple with his men. Go to the Buddha Temple, execute Ganda, and retrieve the Jewel of Heaven.

GRAND MASTER REWARD:

Fireworks

NEW ABILITY REWARD:

Wall Kick

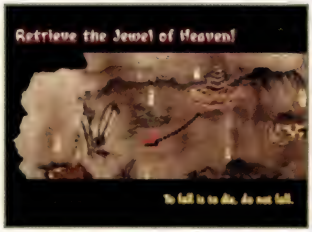
RECOMMENDED EQUIPMENT:

- Smoke Bombs
- Super Shuriken
- Poison Rice

Mission Walkthrough

This is another mission that begins with a boss fight. This is actually a boon because Ayame's health and items are at their maximum, giving you the best possible chance to beat the boss.

After defeating him, work your way through the temple and up to the top where the huge statue is. Again, if you've played through Rikimaru's missions you know the layout of the temple. If not, we'll show you the way.



Lord of Darkness

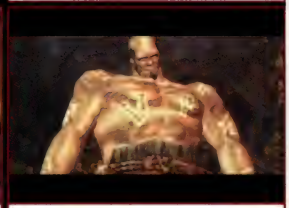
200 HP

If you have some Smoke Bombs, this is the boss to use them on. When he walks into the smoke, he stops dead in his tracks and you can hit him with a full salvo of attacks. If you don't have Smoke Bombs, use whatever you've got. Throwing weapons are good to use because he's such a big target. Strength Potions are also good to use here because the attacks that you land will cause much more damage.

He has a long reach, so stay out of his range when you're not attacking.

A little Strength Potion can't hurt.

Throwing weapons are effective against the Lord of Darkness because he's so big and relatively slow.



His failure is your success.

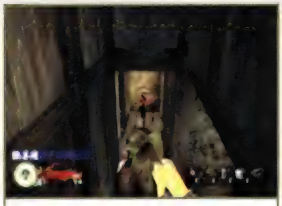
Enter the Outer Temple

After the boss fight, concentrate on getting into the temple. You begin near the same spot where Rikimaru begins. You have to take the guards out, grapple up to the middle beam, and crawl through the small space to enter the outer temple area.

There's another guard nearby, so crouch down out of his sight. This is another great opportunity for a stealth-kill.

The Outer Temple

Move up the wooden stairs, go through the large wooden room, then have a look at the room below. There's a guard in the hallway, and if you look carefully, there's also a guard patrolling the alcove below and to the right. You can still do this without alerting the guards. Use the Blow Gun to take out the guard straight ahead, jump down behind the pillar, and move around to stealth-kill that guard.



A Blow Gun shot for this one...

...and a stealth-kill for #2!

Now move to the platforms that stick out over the large pit. You need to jump across the pit while keeping an eye out for the guards. You can make this jump without them noticing as long as they're not looking in your direction. When you jump down, just move past the bear. If you get his attention, you'll be sorry!

Run past the bear unless you want pain.

To the Inner Temple

You can go down the candle-lit passage with two guards if you want to rack up the kills, but otherwise there's nothing there. Use the Grappling Hook to get up to the platform above this area. Then jump down, take out the guard, and enter the small alcove. Look up, then grapple up to get to the inner temple.

Going down here is strictly optional.

*The items here are a pair of small **Health Potions**.*

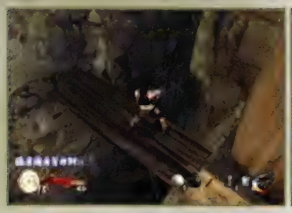
The Middle Temple

You come to an area over a pit with a wooden plank below. Jump down the plank, grapple over to the far side, then grapple up to the walkway above. From here, there are two paths. The path that leads across the bridge is a dead end, so take the path that requires a jump over the gap in the walkway.

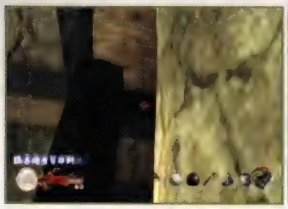
Grapple up to the bridge.

The Pit of Despair

When you get to the rectangular pit, jump to the side of the room, jump to the central plank in the middle of the pit, and then jump to the side of the room again. You come to a new room, similar in shape but with no planks across it. Use the Grappling Hook to move down the length of the room from side to side.



At the end of the room, it looks like a dead end. But there's one area you can grapple to, high in the corner. It may take a few tries, but you can grapple over the large column and into a new area.



To the Inner Temple

Once you're over the large column, grapple up in stages to access the inner temple area. You know you've arrived when you see the wooden walls with red trim.

Grapple up through several stages.

The Inner Temple

Once you're inside the inner temple, grapple up, and move through the rooms one at a time. Keep an eye on your Ki meter for guards.

The Statue

You're very close now. Move inside the main room, and use the wooden scaffolding to climb up to the face of the statue.

MISSION 8: LIMESTONE CAVERN

With two of the three jewels in the possession of Tenrai, Lord Gohda decides that his only chance of winning is to conduct a surprise attack. Gohda's men are sent across the land to find out where Tenrai is hiding. After a few days, the men gather information that Tenrai has set up a fortress on a nearby island. Any boats would be spotted easily, but a surprise attack could be conducted through a tunnel within the Limestone Cavern that connects the island to the mainland.

During the process of gaining this information, Gohda loses half of his army, and Sekiya, his advising counsel, is taken hostage by the enemy within the Limestone Cavern. You must go to the Limestone Caverns and rescue Sekiya. Princess Kiku, Lord Gohda's daughter, hands over her sister's bells for good luck.

GRAND MASTER REWARD:

Dog Bone

NEW ABILITY REWARD:

Ninja Mind Control

RECOMMENDED EQUIPMENT:

- Healing Potions
- Blow Gun
- Poison Rice

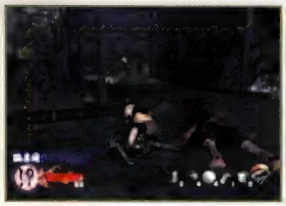
Mission Walkthrough

The path through the Limestone Caverns is filled with enemies who want nothing more than to toss you down a pit. Like Rikimaru, Ayame must traverse the caverns and get to the room at the far end. There are many pitfalls and many passages that lead in the wrong direction, so follow the route we prescribe to get through the caverns quickly.

The Waterfall

You begin this mission inside the caverns, in the room with the raised wooden track. This area is patrolled by a single Red Jonin; take him out with a stealth-kill. At this point, either move into the caverns or backtrack out to the waterfall area and collect a few Kanji from the guards. Once you're ready, move deeper into the mine.

You can backtrack to the waterfall to get some more Kanji.



There aren't any items on the tower or in the cave behind the waterfall.

Into the Caverns

When you're ready, move out of the room with the raised track and continue deeper into the cavern. When you come to a T intersection, hang a right and continue on. You come to a pit, and on the other side is a Jonin. Use the Blow Gun to take him out, or try to time a grapple so that you fly across and land on him for a stealth-kill. (This is difficult, but *can* be done.)

If you take the left turn, you have to fight a dog. There's a ***Ninja Rebirth*** *on top of some crates.*

Even if you take the left turn at the T intersection, you end up in the same place, a large cavern guarded by a Red Jonin and a Kunoichi. Sneak up on them and make sure you stealth-kill at least one of them.

Woo-hoo!

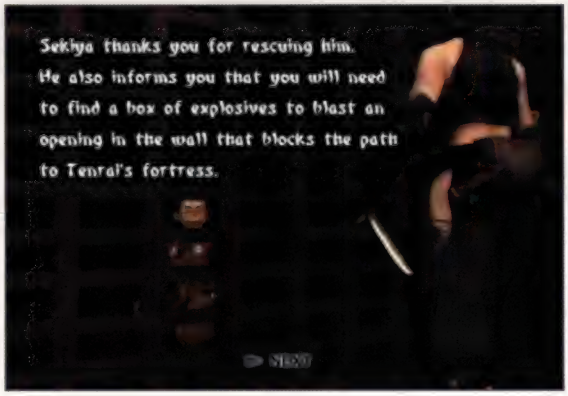
Moving Up!

When the large cavern is cleared, look to the pathway above (the same pathway Rikimaru climbs up to) and use the Grappling Hook to zip up there. Hang onto the edge, because there's a Kunoichi roaming around up there. Wait until she walks past, then smoke her with a stealth-kill. Move to the left, and follow the path to the right.

Scratch one Kunoichi off your list of enemies.

Rescue Sekiya

When you get to the area with some kegs next to a wicker cage, move up to find the counsel Sekiya. He's grateful to you for saving him. He instructs you to find a box of explosives and take them to the end of the caverns so that you can blow a hole into Tenrai's fortress.



Find the Explosives

When you get to the area with the kegs that block the crawlspace, move up and stealth-kill the guard. Then clear away the kegs and go inside the hole to get the explosives.

The explosives are in here.

Move to the Plank Room

After you get the explosives, move quickly to the room with water on the ground and planks. Although there are a few enemies along the way, it's nothing you can't handle.

*The area to the left of the Plank Room has a small **Health Potion** and a **Smoke Bomb**.*

Watch out for the dogs! If they grab onto Ayame's arm, it can slow her down and do significant damage.

The Final Cavern Room

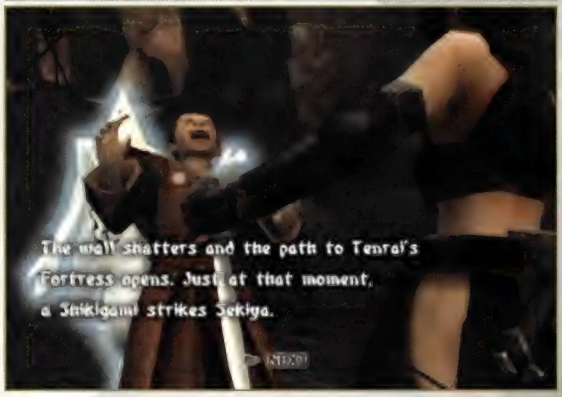
In the Plank Room, look up and grapple to the walkway above. Be careful not to walk right into the guard. Follow the path to the final room, where there's yet another guard to kill.

Place the Explosives

Grapple up to the boulder that blocks the exit from this room. Put the explosives on the ground, which arms them automatically. Then get the heck out of the way!

Place the explosives and get out of the way!

Move inside the new opening.



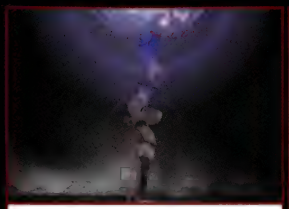
KAGURA: 60 HP SPIRIT WOLF: 200

The key to victory here is to ignore the Spirit Wolf and concentrate on the girl. The Spirit Wolf is part of her, and as soon as she dies, it dies with her. She has several magical abilities. She can block Ayame's attacks, hit her with magic, and disappear and reappear repeatedly.

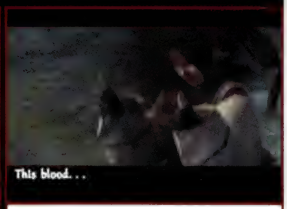
Forget the Spirit Wolf. Concentrate on Kagura.

You must be very agile, constantly dodging the wolf while running to Kagura's position as she teleports. Keep at it and you should be able to perform an attack combination on her. With only 60 HP, she won't last long.

Another good tactic is to hit her with a Sticky Bomb. If you do this, though, you must blow it up right away, before she teleports again.



Kagura has some funky magic.



This battle is over!

MISSION 9: TENRAI FORTRESS, PART 1

After the battle with Kagura, you return to Lord Gohda to report the situation regarding the tunnel and Sekiya. Lord Gohda thanks you for your courage and decides to hold a strategy meeting with his men. He returns a few hours later. The plan is to send you in to kill the leader from the inside. You must infiltrate the fortress and eradicate the enemies from within.

GRAND MASTER REWARD:

Decoy Whistle

NEW ABILITY REWARD:

Wrath of Heaven

RECOMMENDED EQUIPMENT:

- Ninja Rebirth and Healing Potions
- Invisibility Spell
- Kasumi and Shizuku (use against undead)

ARMOR

If you've earned the Ninja Armor, this is the mission to wear it! Ninja Armor greatly reduces the damage you sustain, so you can go farther and use fewer Health Potions as you move through the fortress. Needless to say, you'll need this during the final fight with Tatsumaru.

Mission Walkthrough

You've reached Ayame's penultimate mission. She must work her way through the maze of the Tenrai Fortress to fight for the right to cover the last distances between her and Tenrai in the next mission. If you stick to standard stealth tactics, you'll do fine. Be conservative, and earn the nine Kanji you need to get the Wrath of Heaven. It's a powerful ability to have.

The Building

You begin in a ruined area that leads to a large log that passes over a building. Get on top of the building, and stealth-kill the enemies below. Be sure to pick up the **Health Potion** on top of the building. You need all the help you can get at this point!

After you've cleared the area around the building, start weaving through the rocky corridors of the fortress.

Use your position on the building to your advantage.

The Dock Room

The Dock Room is so named because of the many wooden dock-like structures in it. Move into the room with an eye on the exit across from the entrance, but remember that this area has plenty of enemies. Work your way across, amassing stealth-kills.

You can see the whole room from this ledge.

Time to break out Kasumi and Shizuku, the swords that can kill the undead.

If you're spotted, just get out of there.

The Gun Rooms

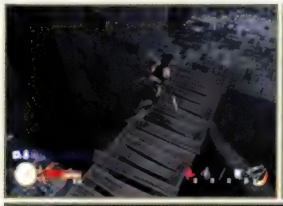
The next few areas are a series of corridors and rooms, many of which have giant guns sticking out of their portals. Move quickly but carefully, and don't alert the natives to your presence.

Watch out for the martial arts expert's spell attacks.

If it appears to be a dead end, look up.

The Last Gun Room

Move up through the altar area and around to the left, where you find a rickety wooden bridge. Cross the bridge, climb up a couple of giant stone steps, then move into the last gun room. This room is guarded by an undead scoundrel, so use the Yoto Swords. If you don't have them, try to sneak by or run for it.



Sneaking past this creature is tough. Use an Invisibility Spell if you have one!

Now you come to a large room with a sunken central area. Get ready for a fight, either from the guards in this room or the guards who are chasing you! Move across the room and climb up to the exit on the right side.

Guard Towers and Trenches

The next area has a pair of wooden guard towers that you can jump to. There are no pits on the ground here, so jump down off the tower with impunity. Run through the next few rooms, trying to avoid the enemy. There are some trenches in these rooms that can greatly help you avoid being spotted.

You can stand and fight, or you can run!

*One of the trenches has a pair of small **Health Potions** inside it.*

This is it, you've made it to the boss fight!

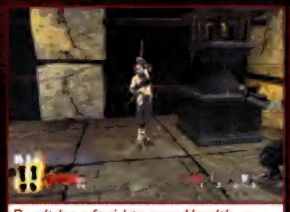
Tatsumaru

100 HP

Tatsumaru is a tough customer. If you have a Sticky Bomb, use it on him. When he starts to wind up with a killer special attack, "drop the bomb" on him and snap him out of it. A Sticky Bomb explosion takes off 20 Health Points!

Sticky Bombs give Tatsumaru a nice surprise when he tries to pull a move on you.

Tatsumaru's kicking attacks are tough to avoid, so hop quickly. Remember, Ayame is faster than Tatsumaru, so you have an edge here. Even though he can block very well, keep at him. Don't attack him while he's blocking, though. If you get too close, you'll fall into one of his special kicking attacks that can really deplete a lot of Ayame's health.



Don't be afraid to use Health Potions.

Get too close and this is what happens.

As soon as he tries to counter, detonate the Sticky Bomb on his leg.

Victory is sweet!

MISSION 10: TENRAI FORTRESS, PART 2

You've defeated Tatsumaru, and now it's time to take on Tenrai himself!

GRAND MASTER REWARD:

Binding Spell

NEW ABILITY REWARD:

Wrath of Heaven

RECOMMENDED EQUIPMENT:

- Ninja Rebirth and Healing Potions
- Invisibility Spell
- Kasumi and Shizuku (use against undead)

Mission Walkthrough

This is the final stretch before the battle with Tenrai. He's a tough foe, so don't waste too many precious items before the encounter. That said, items like the Blow Gun won't be of any use against Tenrai, so use up those sorts of items before the fight.

This mission is similar to the last one. You move through the corridors of the fortress, killing guards as you go.

The First Corridors

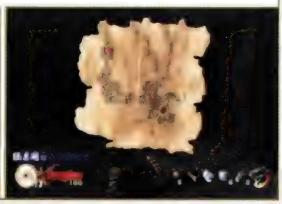
You begin below a ledge. Grapple up and hang there until the Martial Arts Expert turns away. Then hop up and stealth-kill him. Move along the corridors, but keep an eye on the Ki meter because there are *plenty* of enemies around here.

Stealth-kill #1!

Be patient and watch the movement patterns of the enemies before getting too close.

NINJA REBIRTH

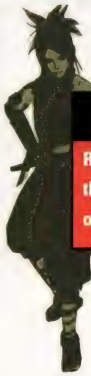
After you jump the pit, take a right turn. This leads to a dead end, but there's a **Ninja Rebirth** item there. You'll need this for the upcoming battle with Tenrai.



Moving On

After plowing through The Grid, the exit is a few feet above ground level. You have to hop up to get there. Around the corner is one vicious undead creature, so break out your special swords!

Break out Kasumi and Shizuku, and get ready to kick some undead butt!



LIFE DRAINAGE

Remember that when Kasumi and Shizuku are armed, they slowly drain Ayame's health. After you use them on an undead creature, don't forget to put them away!

The Grid

You come to a pit that you must jump over. You can grapple over it, which is probably safer, but jumping is fine as well. We call this area The Grid because it's a grid of corridors with plenty of guards. This can be a bonanza for stealth-killing.

The Ascending Pillars

The next grid-like room has three large pillars of ascending height. Your goal is to hop from pillar to pillar and then jump across to the platform beyond. Of course, there are a couple of Marital Arts Experts in the area that need to be taught a lesson.

The Pillars of Doom

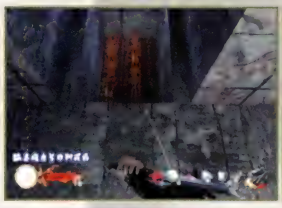
The next room contains a set of pillars in the middle of a bottomless pit. A single misstep will mean death and a trip back to the start of the mission. Time your jumps very carefully, and use the Grappling Hook when you jump to an area along the wall. It's safer.

There's some Health Potion action going on in this area!

Although it's not required, you can grapple up to this area and take out the Red Jonin.

The Color Room

Keep moving forward. When you get to the large steps, don't climb up with too much zeal, because there's a Blue Jonin just waiting for you. Move up the staircase, then grapple over to the brightly colored red/orange room. Then grapple up again to the ledge beyond.



Finding Tenrai

Just a few more grapples before the fight with Tenrai. Take your time in this last area. If you fall, you'll have to go all the way back to the beginning of the mission!

The door in this room leads to Tenrai. You can fight this guard, or just run for it!

Tenrai (First Wave)

150 HP

This version of Tenrai can summon teeth that rise up from the floor and cause damage. When you see this attack coming, jump away from where you're standing. In fact, if you can jump toward Tenrai when this attack comes, you should be able to get off a combo attack!

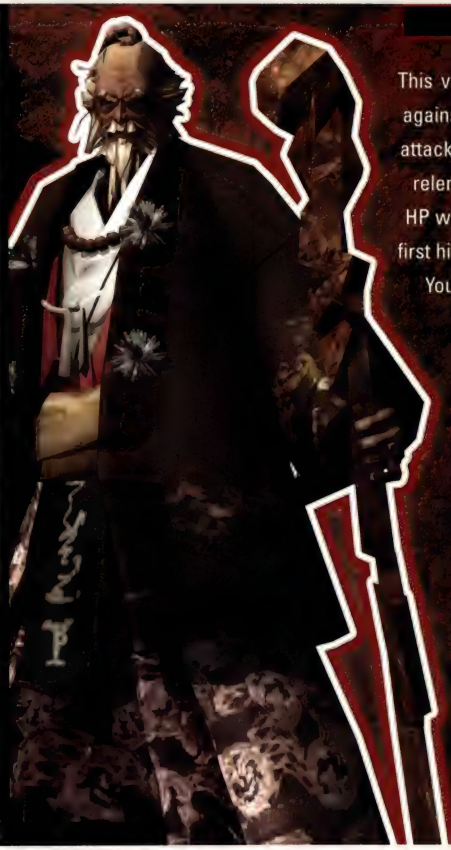
The teeth that come out of the ground can damage Ayame, so flip away when they appear.

You can defeat Tenrai by waiting for him to launch his teeth spell. He's vulnerable for a second or two, so rush him and get a few hits in. You can also hit him after he blocks your attacks. Usually, after you fire off a salvo of attacks that he blocks, he'll try to counterattack. If you can get another hit in before he counterattacks, you'll be able to hit him several times in a row.

A Sticky Bomb will certainly help finish him off.

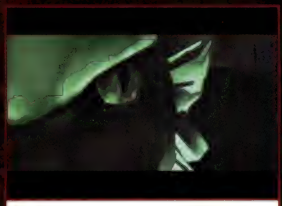
Wrath of Heaven is also an excellent way to take down Tenrai, but be absolutely positive that you have him lined up so that the spell isn't wasted. This attack leaves Ayame with only one health point, so she'll die if he even barely touches her.

Tenrai (Second Wave)



200 HP

This version of Tenrai is powerful, but he has a harder time defending against attacks. You need to go all-out and attack with fervor. Attack, attack, attack! Hit Tenrai as soon as you gain control of Ayame, and don't relent. Hit him again and again with as many combos as possible. His 200 HP will melt away. Even if he blocks or gets a hit on Ayame, just get that first hit on him. Once he's reeling, pummel him. Once he hits zero, that's it. You've *won*!



Prepare for round 2.

Rush up and hit him right away.

Keep hitting him! Don't let him recover!

TESSHU'S MISSIONS

Completing the Rikimaru and Ayame missions unlocks the secret character, Tesshu Fujioka. Tesshu is a doctor by day and a cunning hired assassin by night! He differs from Ayame and Rikimaru in several ways. He's much slower than Ayame and somewhat slower than Rikimaru, but he's more powerful than either of them. His stealth-kill animations are *very* impressive and are worth the price of unlocking him!

Tesshu has only six missions, and he earns items in a different way than Ayame or Rikimaru. He's a hired assassin, so when he stealth-kills a guard, the guard may drop some money. And of course, Tesshu gets paid for the jobs he completes as well. He uses this money to purchase items before embarking on a mission, and any items left over from a mission (or picked up during the mission) are sold back and turned into money.

MISSION 1: ECHIGOYA

When the law fails to serve justice, one can *buy* justice. Underground groups offer assassinations at reasonable prices, but they only take on missions that they agree will serve justice.

This is the story of Tesshu Fujioka, a doctor by day, a hired assassin by night. It's a warm spring evening when Tesshu is ordered to murder Nasu and Echigoya. Both are guilty of kidnapping village girls and selling them as slaves to neighboring states. The families of the daughters feel that the officials won't punish Nasu because he's a high-ranking statesman. Both Nasu and Echigoya must die.

GRAND MASTER REWARD:

Super Needle

NEW ABILITY REWARD:

N/A

RECOMMENDED EQUIPMENT

- Healing Potion
- Smoke Bomb
- Throwing Needle

Mission Walkthrough

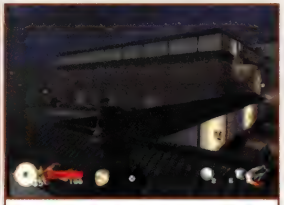
This is the first mission for Tesshu, so you'll need to move around a little to get a feel for how he moves and fights. He's slow but powerful, so it takes him fewer hits to finish off a guard. Tesshu also has very unique stealth kills, including one where he rips the beating heart from his quarry's chest!

The map of the Echigoya estate is nearly identical to the map used for Ayame's and Rikimaru's missions, but there are a few key changes. Most notably, the crawlspace on the awning of the Main Building is boarded up.

The goal in this mission is to assassinate both Nasu and Echigoya, but getting to them will require a key from a room in the Main Building.

The Courtyard and the Crawlspace

The mission begins much like it did for Ayame and Rikimaru. Hop up on the roof and move around to get a look at the guards in the courtyard. Take out any guards you need to (or want to), and move into the building and take the crawlspace across to the courtyard of the Main Building.



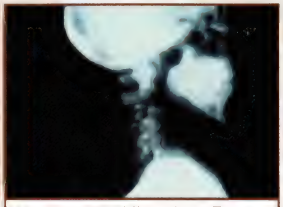
Get your first Kanji with this guard.

DIFFERENT PATHS

You can get into the courtyard through the gated passageway, but it's safer to take the secret crawlspace across.

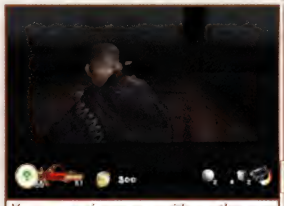
Main Building's Courtyard

You pop up in one of the four shacks in the middle of the Main Building's courtyard. Watch the Ki meter as you sneak out of the hut. There's a guard on the blanketed area to the left. You can sneak up on him easily and snap his neck like a twig. Also, pick up the **Health Potion** on the table.



We weren't kidding about Tesshu being a doctor!

You can get across to the Main Building by either jumping up on the roof or entering one of the other shacks and taking the secret crawlspace under the wall. Either way, the front door of the Main Building is heavily guarded. Move around to the back corner of the structure and enter through the back door.



You pop up in a room with another passage that takes you under the wall near the Main Building's front door.

The back door is just around this corner.

MONEY

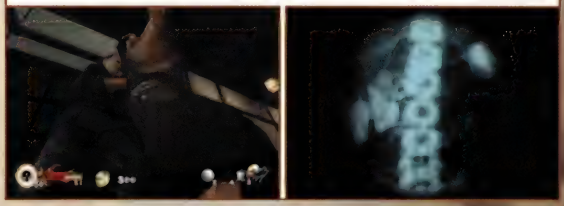
The small huts in the main building courtyard have some boxes of money for the taking! Even if you don't take this route, the money will come in handy later.

Main Building, Floor 1

The first floor of the main building is exactly the same as it was for Rikimaru and Ayame, with one key exception. The door that leads down to the basement (which ultimately takes you to the staircase to the second floor) is locked, and the key is in one of the rooms on the first floor. Work through the area and keep an eye on the Ki meter.

SPECIAL KILLS

Tesshu's stealth kills are spectacular to watch, but you don't get Kanji when you complete a kill. Instead, the victim often drops money.



Echigoya and the Key

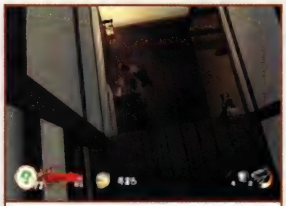
There's a key in the room on the first floor where Echigoya is. You need this key to continue the mission. Go to the room in the lower-left corner of the on-screen map. Take out the guard and pocket the key.

Echigoya dies in a cut-scene.

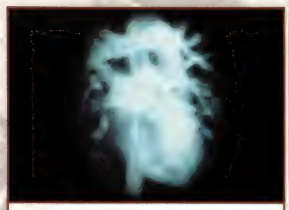
Grab the key and go to the locked door.

To the Second Floor

Use the key to open the locked door. Then go down through the basement and grapple back up to the room that leads to the staircase. When you reach the staircase, move up to the second floor.



There's a sleeping guard below that you can stealth-kill.



Come on! Have a heart!

The Second Floor

Move silently through the second floor, killing only when necessary. When you get to the area with the cat, be careful. This pesky feline will alert any nearby guards to your presence.

Stand on this crate, look up, then grapple up to the third floor.

The Third Floor

Once on the third floor, move slowly into the next room and take out the guard. The path through this area is the same as the path you took with Ayame and Rikimaru. Jump down to the second floor, take out the guard, go to the beam room, and jump down to the first floor to meet Nasu.

Tesshu's boss, Zennosuke Otou, shows up. He tells Tesshu not to cross swords with the Azuma Ninja that was just here. This ends the mission.

Looks like somebody did the job for you...

Tesshu is graded on a different scale, and money is an important factor.

MISSION 2: GOHDA CASTLE

Nasu was killed by another assassin. This truly bothers Tesshu. He doesn't sleep well that night. Tesshu's curiosity about Gohda's Ninjas escalates because Zennosuke keeps telling him to forget about it. He says that crossing swords with the Azuma is the same as suicide.

But Tesshu is still angry that he couldn't collect his fee because Rikimaru got to his target first. Ignoring Zennosuke's advice, Tesshu sneaks into Gohda's Castle to find Rikimaru and prove to himself that he is the better assassin.

GRAND MASTER REWARD:

Kumihimo

NEW ABILITY REWARD:

N/A

RECOMMENDED EQUIPMENT

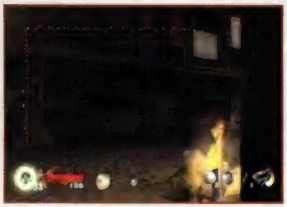
- Healing Potion
- Blow Gun
- Throwing Needle

Mission Walkthrough

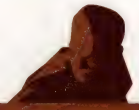
The goal is to go through the castle to find Rikimaru, using the maximum amount of stealth possible. Move like a ghost, and don't get into any all-out fights. Try to keep any contact with guards to stealth-kills only.

Note that Tesshu's money is drained as he selects items.

The First Floor, Part 1



Move through the first floor carefully while watching your Ki meter. There are plenty of guards moving around, and the open doors and large layout mean that there are often multiple sightlines that the enemy can spot you from.



MONEY

Grapple up to the area just above the first floor (where Rikimaru started in the Gohda Castle) to find two chests of money.

Move to the long room on the right side of the map (where Rikimaru killed Hamada), and pass through the secret door. You pop out near the staircase that leads to the second floor. Move through the two rooms (get the items on the pillow), kill the guard by the staircase, and climb up.

There's a secret passage in this room.

You pop out here.

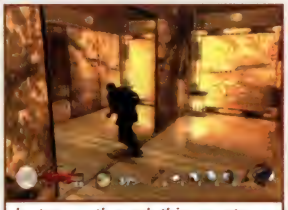
*After you take out the guard, get the small **Health Potions** on the pillow.*

Take out this guard and move up the stairs.

The Second Floor, Part 1

The job now is to move across this floor to the far end of the castle to find Rikimaru. Watch that Ki meter as you go! The stealth-kills in this stretch can bring you some tidy cash as well.

Almost there.



Just move through this area to meet up with Rikimaru.

Rikimaru

100 HP

The fact that you're playing as Tesshu means that you've played through the game with Rikimaru. You know his attacks, strengths, and weaknesses. Rikimaru is faster, so rely on Tesshu's superior power to keep him off balance and do maximum damage.

The key to defeating Rikimaru is to block his volleys of attacks and hit back at just the right time. Rikimaru is effective with his leg-swing, knocking Tesshu down and then striking. When you see him lining up for just such an attack, jump out of the way. With only 100 HP, Rikimaru can't stand more than a few attack volleys. Smoke Bombs are effective at disabling Rikimaru so you can move in and pummel him. Once Rikimaru is down to 50 HP, the fight ends semi-amicably.

MISSION 2: GOHDA CASTLE

MISSION 3: BUDDHA TEMPLE

Six months after Tesshu's failure to kill Nasu, he takes on a new mission. He's hired to kill Ganda, the head of a new religious cult that has taken over the Buddha Temple on the border of Gohda's realm. Ganda took part in the plan to sell village girls to neighboring states as slaves, but he escaped justice because of his religious profession.

GRAND MASTER REWARD:

Magazine

NEW ABILITY REWARD:

N/A

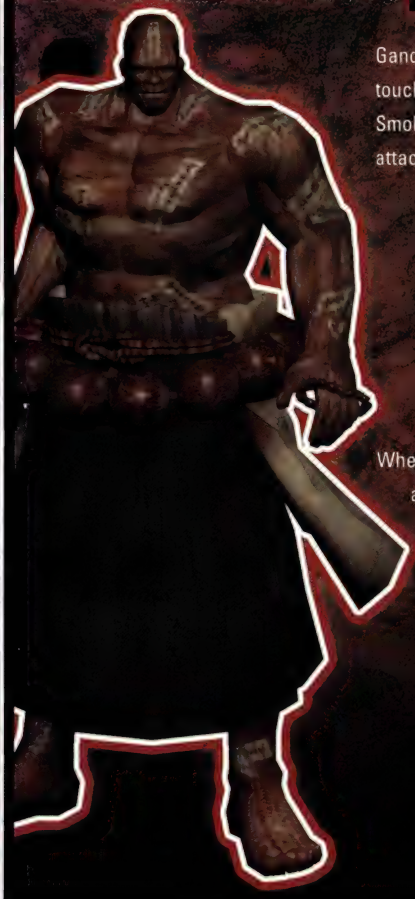
RECOMMENDED EQUIPMENT:

- Strength Potion & Healing Potion
- Blow Gun
- Throwing Needle

Mission Walkthrough

This is one of those missions that starts with a boss fight. After it, Tesshu must return down to the entrance of the temple. (It's the area where Rikimaru and Ayame started their missions at the Buddha Temple.) Throughout the mission, watch out for the pitfalls. You need to do some careful grappling to avoid tumbling to an untimely death.

Ganda

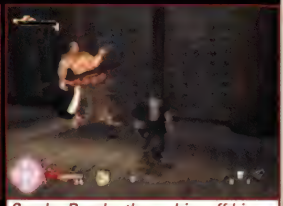


200 HP

Ganda is big and tough, and he wields a huge stick that can "reach out and touch" you in the worst way. Keep moving to avoid his swings. Break out some Smoke Bombs and blind the giant, then hit him with one of Tesshu's powerful attacks.

He's around here somewhere...

When Ganda attacks, he greatly overextends himself, leaving him open to attacks. Get the rhythm of how he moves and attacks, then move in and hit him when he's not ready. There's plenty of space in this fight, so use the whole floor. Run around and use the platform in the middle of the room to your advantage.



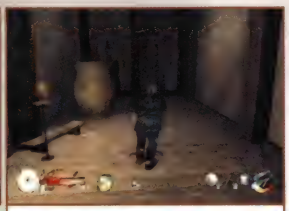
Smoke Bombs throw him off his game.

The Upper Floors

Move from the scaffolding to the walkway beyond, and wind through the corridors. They don't lead to a way out, but you'll get a few stealth-kills out of it.

There are guards along the way, so watch your Ki meter and use stealth to kill them rather than hand-to-hand combat. Any noise can attract other enemies, making the job much more difficult.

Drop down to the main floor and run around the right side of the statue to find the way out of this area.

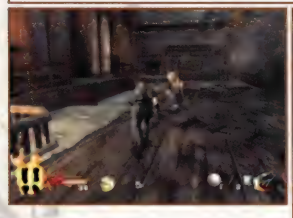


These doors lead outside.

Outside the Temple

Move around the outside perimeter of the Temple, being careful not to alert the bear. Take out the guard by the exit, and drop down into the passages below.

You can fight the bear if you want, but we don't recommend it.



Drop down into the passages below.

The Passages

Any enemies left alive, including the bear, will follow Tesshu into these passages, so get out of there in a hurry.

Crawl through this small opening to the other side.

The Pit of Doom

You come to a deep pit with a small plank of wood sticking out over it. Turn around and look up for a place to grapple to. There's a place up at the top. It's a nearly vertical grapple, but it can be done. If that won't work, grapple to the ledge on the side of the pit and then up.

This is an extremely tough grapple to make, but it can be done.

Either way, eventually you get up into this area.

The Middle Temple

After getting up and over the Pit of Doom, jump down and keep moving into the Middle Temple Area. Take out the Kenro Bouzu, grapple up to the beams on the side of the room, and continue up.

You come to another pit. Jump from side to side to the edge of the pit, use the Grappling Hook to get up and over a tall pillar (it's the only way out), then move into the next pit room.

There's a wooden bridge in the middle of the pit. Jump down to this area, but be ready to fight a guard the moment you land. Grapple back to the starting point, and look up for the way out.

Look up. This is the way out.

The Waterfall

You come to a room with wooden bridges layered over a pit. Jump down, take out the guard, and look to the right for the exit out of this area. This exit leads to the waterfall area, which is your ultimate goal.

Head through this doorway to the waterfall area.

Uh-oh...

MISSION 4: LIMESTONE CAVERN

Tesshu is very surprised to see Jinnai, a former member of Muzen, the same underground organization that Tesshu belongs to. When Tesshu wakes up, he's in a prison cell. All of his tools for his midnight job have been confiscated. Tesshu must get his tools and escape.

GRAND MASTER REWARD:

Fire Arrow

NEW ABILITY REWARD:

N/A

RECOMMENDED EQUIPMENT:

- Healing Potion
- Smoke Bomb
- Throwing Needle

Mission Walkthrough

Tesshu is now a broken man, stripped of his possessions, in a prison cell in the Limestone Caverns. The mission, after Tesshu escapes from the cell (this happens automatically), is to go through the caverns, finding the items that you selected to start the mission. After doing so, it's time to escape from the cavern's dank clutches to claim victory.

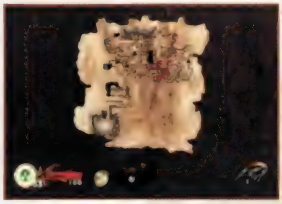
Escape!

Tesshu starts just outside the cell, within feet of a guard. Hug the wall, and sprint around to get a stealth-kill. After the guard is toast, pull up the map to find out where the items are hidden. They show up as red dots.

The first stealth-kill is an easy one.

Recover the Items

Jump down and pull up the in-game map. You're very close to the items, which are all in prison cells in this area. The catch is that they're all well guarded, so move carefully toward them.



One of the boxes is right here!

One item is in the crawlspace blocked by barrels. Don't just barge up and smash the barrels, or three guards descend on you! Move around first, smoke out the enemies, and *then* go after the goodies.

This guard is sleeping. It's the perfect chance to turn his dreams into nightmares.

Smash the barrels, then move in to get the goodies.

This is the last one!

Exit the Caverns

Now it's time to pull up the map and plot the best path to the exit. Your sole mission is to get out of these caverns alive. The exit is in the large room in the upper-right corner of the map, and you're quite close to that area. First, move to the plank room.

In the plank room, you have to deal with the patrolling Ninjas. Use the Blow Gun to take them down from afar. Then grapple up to the walkway, and run to the large cavern and freedom!

Uh-oh. If you get the guard's attention, grapple up and away. Or stand and fight, if you're feeling frisky.

There's one last enemy to fight in the final room, but he's not a boss.

Grapple up and out of the caverns!

HAVE SOME FUN!

Once you're up on the walkway, why not use the Blow Gun to have some fun? After all, it's only money!

MISSION 5: CEMETERY

A cold shiver goes down Tesshu's spine. It's intuition, a gut feeling that something truly bad is about to happen. Tesshu hates himself for feeling these things in advance. He must hurry to the hut in the cemetery, because Senkichi is waiting there to pay him for his services.

GRAND MASTER REWARD:

Disguise

NEW ABILITY REWARD:

N/A

RECOMMENDED EQUIPMENT

- Healing Potions
- Smoke Bomb
- Throwing Needles

Mission Walkthrough

The time has come for Tesshu to experience the heart-pounding terror of the Cemetery. Tesshu must venture through the entire map and get to the hut, ostensibly to collect his payment. Rikimaru and Ayame had to be careful in the cemetery because it was infested with the undead, who cannot be killed with normal weapons. Tesshu doesn't have to deal with that problem. His foes are all alive, so he can fight them without any fancy weaponry.

The Lighted Cemetery

You begin in an area that's lit by many small lamps all around the tombstones. Move down toward the first passageway, but keep an eye out for the guard patrolling the area.

Caution is important, even in the Cemetery.

The First Passageway

Enter the first passageway. There are a few guards along the way that are fairly easy stealth-kills, so take advantage of that.

This maze of passages contains several dead ends that have items, and this is also the area that has the Blood Room.

Patience will be rewarded.

Just in case you were wondering where that spike is going...

The Blood Room

You must pass through the Blood Room to continue the mission. The Blue Jonin here is tough to kill if you're down there with him, so use the Blow Gun to take him out from above. If you end up fighting this Jonin, be warned: When his health gets low, he breaks out two Grenades and runs right at you, turning himself into a suicide bomber. Run for it!

This Jonin is on a suicide mission!

This is what it'll look like if the Blue Jonin succeeds.

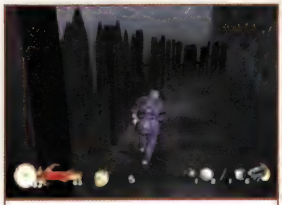
Grapple up and out of the Blood Room.

The First Passageway (Remainder)

When you grapple up and out of the Blood Room, hang onto the edge and wait for the Jonin here to get into position for a stealth-kill. After he's dead, move down the corridors to the exit.

The Dark Courtyard

The passageway opens into an area surrounded by a fence. Jump over the fence into the Dark Courtyard. Then move through the area, using the trees and other obstacles as cover. At the far end of this area is another passageway.



Climb up and over the fence.

There are a few enemies in this area, and after a few stealth-kills, perhaps some money too.

Enter the passageway.

The Second Passageway

This second passageway also has a few guards in it, and even an item or two, but it's relatively short and Tesshu's expert skills can get him through it without a problem.

Watch your Ki meter to sneak up on any unsuspecting guards.

*There's a **Health Potion** at the top of this ledge.*

The Gnarled Tree Field

This area is a fun challenge. There are three guards patrolling the field, each one moving around his own little area. If you're quiet and careful, you can move from enemy to enemy and stealth-kill them all without even raising the alarm. Just kill each one when he's at the farthest point from the other guards in their travels.

Sneak carefully between the guards to kill them all without alarming any of them.

And three makes a hat trick!

The Third Passageway

Enter the third passageway and follow it through to the other side, using the same tried-and-true tactics that got you this far.

When you reach this point, look up.

Grapple up to the hut.

The Hut

Grapple out of the hole and into the fresh air. Run up to the hut to end the mission!

This is the goal you want to achieve: Master of Assassins.

MISSION 6: RONIN VILLAGE

Senkichi is dead. Tesshu knows that it had to be Jinnai, the only one who knew about the secret handoff point for payment. Zennosuke will know what to do. Tesshu rushes to the Ronin Village to meet with him. The village is infested with Jinnai's men.

GRAND MASTER REWARD:

Bamboo Gun

NEW ABILITY REWARD:

N/A

RECOMMENDED EQUIPMENT:

- Blow Gun
- Smoke Bomb
- Disguise

Mission Walkthrough

This is it, Tesshu's final mission. With only six missions, your time with him seems short, but the boss at the end of this mission will make up for it.

To get through the Ronin Village, use the rooftops to move across the houses. We suggest taking both a disguise (if you have one) and the Blow Gun to deal with enemies as you move through the streets.

Tesshu starts at the opposite end of the village from where Rikimaru and Ayame started. Meet up with Zennosuke first, then head back to the outer village to meet up with Ukyo.

Meet Zennosuke

Tesshu begins by the gateway to the Amagai Castle. Directly to the left is the building you must enter to talk to Zennosuke. Hop down, follow the path around the edge of the building, then go inside.

It's best to stealth-kill the guard out front. But if you alert him, take him down the old-fashioned way.

Move on in.

The Inner Village

The task is to get to the door that leads to the giant keg area. There are plenty of Ninjas around, so keep your eyes peeled.

As a rule, the rooftops are always a safe place to shake off pursuit.

Go through these gates to get to the giant keg area.

ITEMS

If you move through the small hole in the stone wall, you can actually grapple up the waterfall and find a small area with an item. If you're looking around anyway, this is worth checking out.

The Giant Kegs

Tesshu can get through this area by grappling (or jumping) up to the top of the kegs and then jumping across the area to the exit. If you want some stealth-kills, there's no better way than by dropping from the top of the giant barrels.

The Courtyard Area

The goal is to get to the crawlspace at the end of the waterway, but how you get there is up to you. There are plenty of guards to exterminate, and inside the courtyard area is the unique challenge of killing them all without alerting any of them. When you get to the crawlspace, do *not* enter it if someone is chasing you or they'll bomb you to death.

Use the rooftops to scout who you want to take out.

Through this crawlspace is Ukyo!

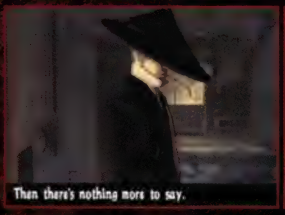
The Courtyard Area

As you enter the final area, you see Ukyo leaning against a hut. There are no other enemies around. Approach him and the final fight begins.

Ukyo

120 HP

Ukyo is the toughest boss you've faced yet. He's got a very powerful and long-reaching attack with his sword, so blocking is very important in this fight. At first it may even seem like he's impossible to hit, but you just need to get him at the right time.



A Strength Potion will help here!

To win, use the village itself. When you hop up onto a rooftop, Ukyo follows suit. This is a great time to slam him with a power attack. If he doesn't follow you, you're in a position of power above him. You can use items like Grenades, or simply jump down on top of him.

A Smoke Bomb is very effective.

Don't be afraid to use up all your items. Smoke Bombs are especially effective. When you defeat him, you have to fight his twin immediately.

Sakyo

80 HP

Sakyo isn't as tough as his brother, and he has 40 fewer HP. He doesn't have the same fancy attack either, so just power-attack him, being careful to block when he looks like he's winding up for an attack. If you have any items left, like Smoke Bombs, Sticky Bombs, Throwing Needles, or even the Blow Gun, get up on the roof and do some serious damage. When you defeat him, you've wrapped up Tesshu's missions!

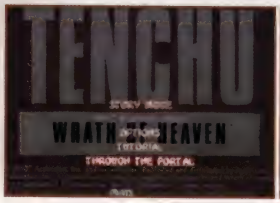
Again, use the environment. Jump up on the rooftops to get away from him and make him chase you.

Sakyo took a Blow Gun shot to the head and is poisoned (note the green health bar).

MISSION 6: RONIN VILLAGE

BONUS MISSION

When you finish the game with Rikimaru, Ayame, and secret character Tesshu, you unlock the Through the Portal mission. In this bonus mission, you get to travel into the future to do battle with the evil CEO of a pharmaceutical corporation.



This is a tough mission because many of the guards have guns, and that's something even Rikimaru can't handle. For this reason, stealth is of utmost importance in this venture into the future. Good luck!

BONUS MISSION: THROUGH THE PORTAL

As the castle collapses, the only way to escape is to jump into the portal that Meioh flees into. Inside the portal is another universe—a world in which a large biotech pharmaceutical company has created a deadly disease and sold the cure at a large profit. Many civilians couldn't afford the cure and died. The government's auditing of the company's accounting procedures led to the unveiling of a huge fraud, but the CEO bribed his way out of jail. You must punish this evil CEO.

Mission Walkthrough

Remember, in this mission, stealth is king. There are several areas that are literally crawling (well, waddling) with obese security guards who wield both billy clubs and guns. The ones who are packing heat will mow you down before you can say "sushi." Also, there are no items to pick up, so you have to make do with what you start with! The CEO boss is very tough, so you can't afford to take any hits as you move up to his office.

In the Parking Garage

You need to get into the parking garage, which means you need to move up the back alley and through the boiler room. There are four guards in these areas, two with guns. Sneak around the right edge of the map, and use stealth to kill both guards outside.

Climb onto the dumpsters to the right and loop around behind the guards.

Go for stealth-kills only, or you'll be in trouble.

Boiler Room

Move to the doorway of the boiler room. When the guard turns around, take him down. Behind the machines is a guard with a gun. Use the same tactics on him.

Loading Area

In the loading area outside the boiler room, you're on a raised walkway. Jump down to take out the guard below. Then use the Grappling Hook to move above the guard behind the fence. Jump down on the guard and eliminate him. Then look up—there's a narrow crawlspace you can squeeze through to get to the parking garage.

This passage takes you under the wall near the Main Building's front door.

Use the Grappling Hook to get up to this crawlspace.

In the Parking Garage

There are four guards within a very tight area in the parking garage. You can deal with them in one of two ways: Either grapple up to the walkway above and drop down on them one at a time, or use the large concrete pillars to keep all but one guard between you and the rest of the guards at all times.

You'll probably have to do some fighting in the garage.

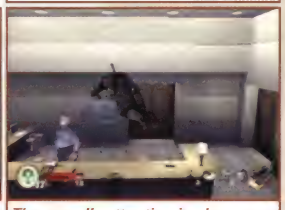
REMEMBER...

The guards with guns can kill you in seconds flat, but they can't handle you if you're close enough to slice them. Just get close to them and hack them to death, and they won't get off a single shot.

The Reception Area

After you clear the garage, move up to the walkway above and crawl through the opening into the ventilation system. You pop out next to a guard in an office reception area. Act quickly and stealth-kill him.

Just drop down from here.

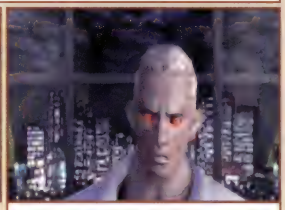


The guard's attention is elsewhere, so go get 'im!

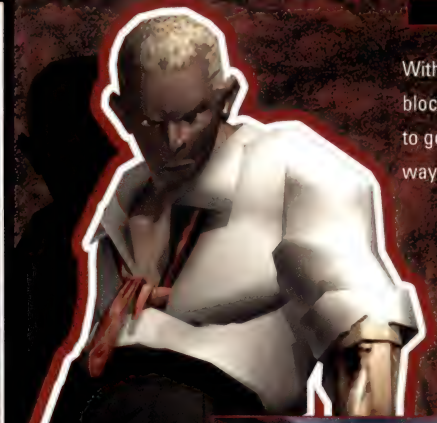
To the CEO's Office

You're almost there. Follow the hallway to the elevators, kill the guard, and ride the elevator up. Take out the guard when you reach the CEO's floor, then enter his office for the *real* final fight!

One more guard before the boss.



This guy is scary!



250 HP

Without a doubt, this boss is the toughest fighter in the entire game. He blocks very well, making it seem like he's impossible to hit. There *are* ways to get at him, though. His attacks are powerful, so be ready to hop out of the way in the blink of an eye.

Don't get too close to the CEO or he'll drain at least 50% of your HP from you!

When you started this mission, you had Shurikens, Caltrops, Poison Rice, and one Health Potion. If you've done your job, you still have all of these items. Surprisingly, the Caltrops are your best ally in this fight.

The CEO follows you wherever you go, so spread out some Caltrops in the middle of the room and move back and forth over them. You can jump over the Caltrops, but the CEO walks into them. When he jumps up and grabs his foot (and takes a small hit), attack!

Use this method until he's defeated. You'll probably need to do it more than once to defeat this guy!

When you see the CEO's fist glowing like this, get out of the way!

When he steps on the Caltrops, hit him.

Victory!

MULTIPLAYER

Tenchu: Wrath of Heaven has a great multiplayer mode that allows two players to go at it, either head-to-head or cooperatively, on six distinct maps. This part of the game is a heck of a lot of fun, and it presents an entirely new set of challenges for you and a partner to enjoy.

This section examines all of the multiplayer missions, including the maps, the objectives, and some helpful hints and tips. All of the multiplayer maps appear at the end of this section.

VERSUS

This part of the multiplayer game allows you and a friend to fight against each other head-to-head, mano a mano. What's even more fun is that you can play as one of many (but not all) of the enemies in the game, such as Nasu, Kagura, Jonin, Jinnai, and even the Chibot! Once you've both selected your characters, choose from one of six maps and then get to it! The last one standing is the victor.

Choose your poison!

You can use any items you find in the game. This includes Exploding Arrows, Health Potions, Blow Gun darts, you name it!

The other interesting wrinkle in the Versus multiplayer modes is that there are non-player enemies wandering around most maps, and they're hostile to both you and your foe. It can be a balancing act to decide how much energy you want to devote to the non-player enemies in the game. After all, you don't want to get beat up by the non-player enemies and then get demolished by your opponent!

- When the mission begins, there's a slight delay before the action starts. Although you can't pull up your overhead map, you can take a look at your opponent's position. If you have an Exploding Arrow, you may be able to turn and fire right off the bat.
- Maximize your health. Watch your health meter carefully. Wait until the last possible moment to drink a Health Potion. Many of these fights are quite evenly matched, so managing Health Potions can make all the difference.
- Don't use Wrath of Heaven unless you're absolutely positive that you can land it. Remember, it leaves you with only one health point. If you miss and the enemy hits you even once, you're dead.
- Pick up any items that you see. Most of the maps have game-changing powerups like weaponry and Health Potions. In a close match, one or two of these can make the difference.
- You may be tempted to hide in one place while your opponent fights with the non-player enemies. That tactic just won't work in this game. Your enemy can see what you're doing, and if you hang out too long, he'll take you out.
- Watch your enemy's screen. You shouldn't dwell on what he's doing, but keep an eye on him. After all, he's probably looking at what *you're* doing.
- The rooftops are always important. From up there you can see more, you have more exit options, and you're less likely to get boxed in. However, you're also more vulnerable to a ranged attack if an enemy is crouching somewhere else on the rooftops.
- If you're not sure where your enemy is, just pull up the map! Both you and your foe's location is visible on either map at any time.

Versus Mission 1: Village

This is a village with a red-light district. The map is basically a large square, but there are plenty of areas to hide or make an escape from dangerous situations. Hide on the rooftops and watch out for your foe. Use the water canals, the streets, and the rooftops. Be aware that the non-player enemies will try to box you into a fight inside the water canals, where it can be very tough to escape.

Versus Mission 2: Battleground

In this screen, Rikimaru can see Ayame, but she's looking at him!

The player on the left is trapped in a canal with two non-player guards.

This is an old battleground with three sections. Altitude is very important in this mission. The ground level and the canals are deathtraps! The non-player enemies flock to you and box you into a deathmatch very quickly, so beware.

Versus Mission 3: Castle

This is a two-story castle with a maze of hallways. The makers of *Tenchu* suggest that you kill enemies to mark where you've been, and we tend to agree with that logic.

It's very easy to get lost in this mission, but you're less likely to get caught in a big fight with several non-player enemies. Because of the maze-like quality of this mission, finding your opponent can be confusing. Often it will appear on the map as if you're very close, but there's actually an impassible wall between you and your opponent.

Contact!

Versus Mission 4: Cavern

The Cavern is a cave with two levels. The upper level is a series of planks, which makes this mission extra fun. You can jump or grapple up to the planks for a quick escape. If you're in dire straits and your opponent is chasing you through the corridors, it's fairly easy to lose them amongst the various walls and rocks. There are no non-player enemies on this mission, so it's just you and the other guy!

Versus Mission 5: Fortress of Evil A

The Fortress of Evil map is punctuated by many raised platforms. Crossing the terrain quickly is impossible because you need to do so much jumping up and down to get across it.

Versus Mission 6: Fortress of Evil B

This is a large open-air coliseum where you and your opponent fight head-to-head. There are no enemies in this area. It's just a giant arena to show off your stuff!

COOPERATIVE

Cooperative play is our personal favorite. It uses the same maps as in Versus mode, but this time you play as a two-player team, working together toward a common goal. You can only choose from the three main characters, Rikimaru, Ayame, and Tesshu.

Cooperative Tips

Here are a few key tips and tactics to remember when playing a Cooperative game:

- Talk to each other! Sure, you're sitting in front of the same television, but let's face it, you're each concentrating on your own half of the screen. It's important that you communicate with each other and ask for help when needed.
- Coordinate your attacks. Not only are dual stealth-kills very effective, but they're very cool and can give you bonus points in certain missions. Always try to coordinate stealth-kills.
- Watch your partner's situation. If you see that he's getting into trouble, get over there to help out!
- Define your roles as you play through the mission. Make it clear what each player's responsibilities are as you work through the mission. More than one mission will fail if both players attempt to do the same thing!

Cooperative Mission 1: Village

Retrieve all the scrolls that are hidden in the enemy village. The guards are after the scrolls too. Defeat the guards who already have scrolls and retrieve them.

This is a fun scenario, and you and your partner don't have to fight side-by-side to win. Split up and go after the scrolls as fast as possible. Remember, enemies can pick up more than one scroll. It's possible to have one enemy left, no scrolls on the ground, and two scrolls left to go!

Cooperative Mission 2: Battleground

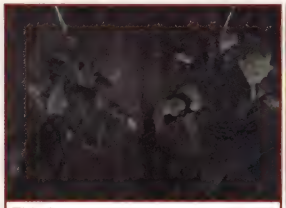
Lord Gohda has been wounded on the battlefield. He won't survive another hit. Guard Lord Gohda and escort him to the safe area.

The best strategy is for one player to stay with Lord Gohda, watching for surprise attacks, while the other player clears the path ahead of Lord Gohda.

You *must* watch out for the Archers. There are a few of them hiding behind fences that fire on you and Lord Gohda, and one hit will end the mission! The advancing player should take out the Archers, while the Swordsman and Spearmen are the responsibility of the player guarding Lord Gohda.

Sometimes the enemies come two at a time.

Cooperative Mission 3: Castle



This is a simultaneous stealth-kill. These are very cool to watch.

You can both hang from this ledge. Then, when the two guards turn away from each other, you can jump up and take them out simultaneously!

Infiltrate the castle and stealth-kill everyone. Don't alert the guards. To be seen is to die. This last statement is *very* true. If either player is spotted even for a second, the mission fails immediately. Many areas require you to work together to take out two enemies who are in each other's line of sight. Time up your attacks carefully, and be patient! You need to wait for just the right moment.

The Poison Rice is very handy in this mission, but you only have one each (which you pick up from the first guard you kill). Use them carefully.

Cooperative Mission 4: Cavern

It's time for the Ninja test. Earn points by killing enemies. You need 240 points to pass. Simultaneous stealth-kills earn extra points.

First, however, you must drink a poison that limits the amount of time you have. If you don't record a lot of stealth-kills in that time, you won't be able to get the points you need.

Avoid killing an enemy in regular combat. Travel together, if possible, so that you can record more double stealth-kills.

Cooperative Mission 5: Fortress of Evil A

The enemy is preparing to attack Lord Gohda's castle. Exterminate all enemies as quickly as possible.

This is a straight-up fighting mission. We recommend fighting together in this mission, because the enemies are tough and they tend to gang up in groups of two or three.

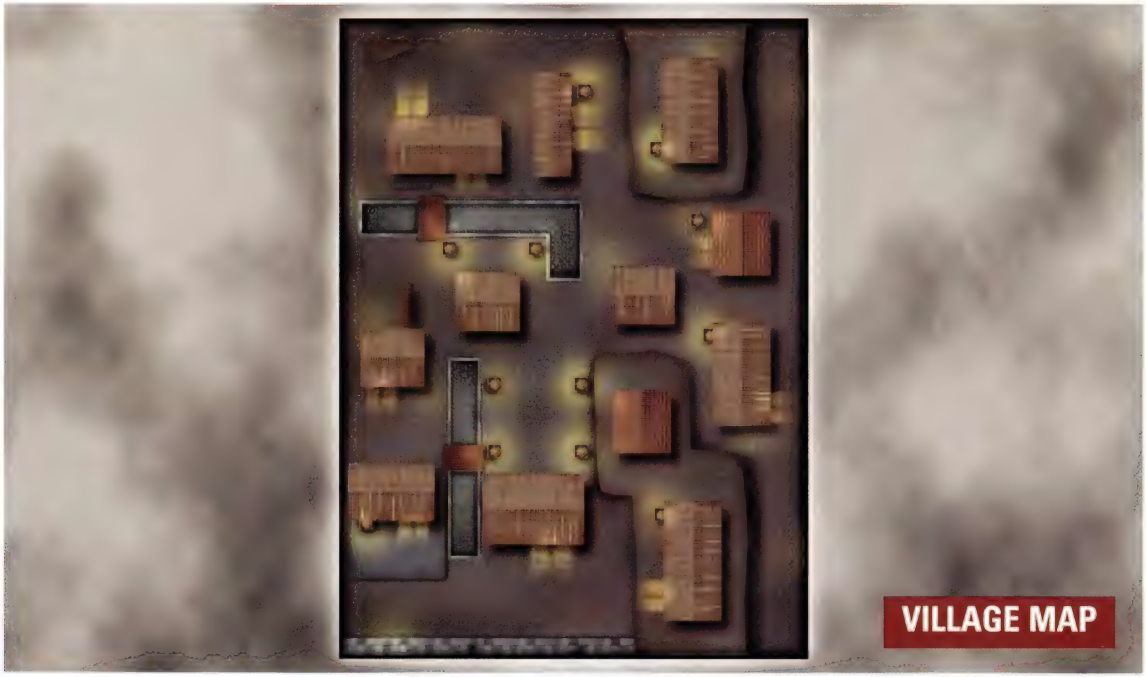
Cooperative Mission 6: Fortress of Evil B

This mission is high on our fun-o-meter. You have to take on all the bosses from the game, two at a time, over a number of rounds. Each round is increasingly tougher than the last. Use your Ninja abilities to defeat all of the bosses.

Since this takes place in a large room, you can work together and team up on the enemy, or each of you can take on a boss one-on-one. But if one of you dies, the mission ends!

MULTIPLAYER MAPS

For easy reference, we've included all of the multiplayer maps here. Enjoy!



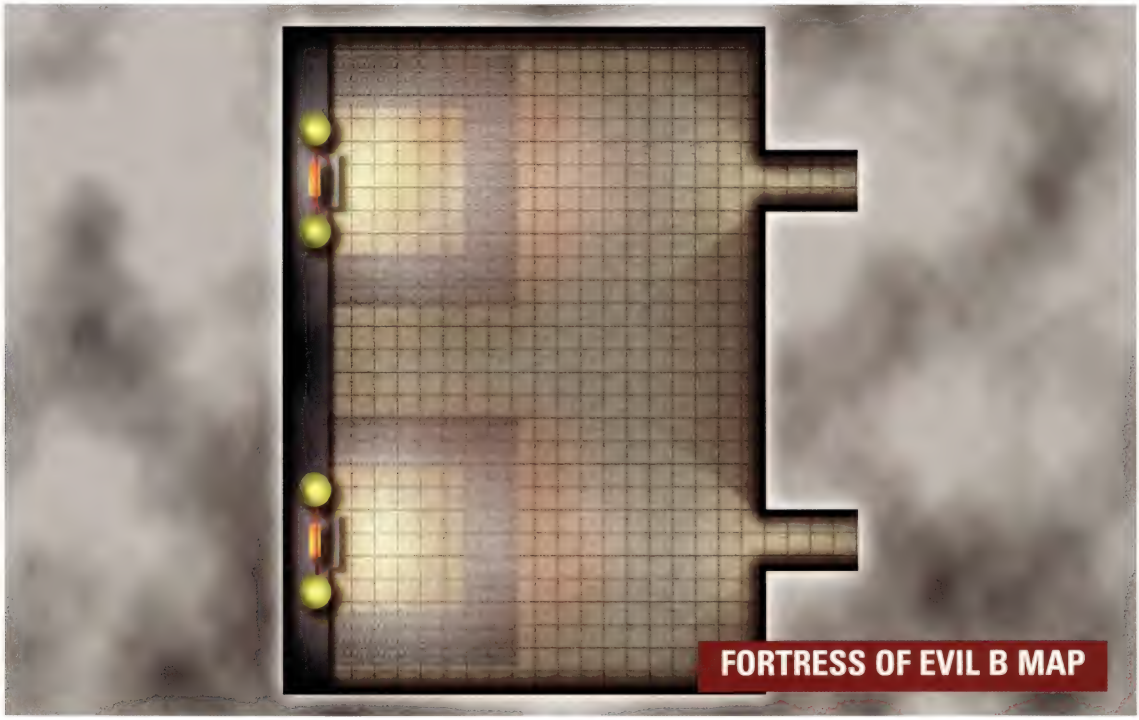
VILLAGE MAP

BATTLEGROUND MAP

CASTLE MAP

CAVERN MAP

FORTRESS OF EVIL A MAP


FORTRESS OF EVIL B MAP

SECRETS

When you begin *Tenchu: Wrath of Heaven*, you have three gameplay choices. You can play a multiplayer game, or you can play in Story Mode as either Rikimaru or Ayame. Each character has a campaign of 10 complete missions, and each campaign culminates in a final fight with the evil Tenrai.

TESSHU

Once you've completed both of these campaigns, you gain access to a new character, Tesshu, and a new campaign. Tesshu appears between Rikimaru and Ayame when you enter the Character Selection screen. Select him and play through six more missions.

Tesshu's missions are somewhat different than Ayame and Rikimaru's missions. He's an assassin for hire, so his main concern is money, not gaining Kanji. As a result, Tesshu has no new abilities to learn. Instead, he earns a new item for each of his six missions in which he achieves Master Assassin status.

THROUGH THE PORTAL

If you've managed to complete Ayame's, Rikimaru's, *and* Tesshu's missions, you gain access to a secret level called Through the Portal. This mission takes Rikimaru into the future, where he has to do battle with the evil CEO of a pharmaceutical company.

ITEMS AND ABILITIES

As mentioned in previous chapters, you can unlock special abilities and items by achieving certain goals in your missions. If Ayame and Rikimaru get nine Kanji in a mission, they gain access to a new ability. Nine clean stealth-kills will unlock the ability for that level, and you'll know because the game breaks into a special animation to show it. Tesshu has all of his abilities from the start, so he doesn't have to earn them.

All characters attain items by achieving Grand Master status in a mission (Master Assassin status for Tesshu). Once you've opened up an item, it's available from that point on. Refer to the "Characters" chapter for details on all the abilities.

CHEATS

YES, GRASSHOPPER, THERE ARE CHEAT CODES IN THIS GAME. IT WON'T BE EASY TO FIND THEM, THOUGH. WE WANT YOU TO UTILIZE YOUR NINJA SKILLS TO UNCOVER THEM. EACH CODE HAS BEEN CONCEALED WITHIN THIS JUMBLED TEXT. SIMPLY PIECE TOGETHER THE LETTERS TO MAKE THE CODE JUMP TO LIFE.

THE ECHIGOYA ESTATE IS WELL-GUARDED BUT FORTUNATELY IT HAS ITS SHARE OF SECRET PASSAGES THIS CAN MAKE YOUR JOB MUCH PLACE IT EASY IF YOU CHOOSE STEALTH TO GET OVER CONFLICT THE TRICK IS TO STAY CONCEALED IN THE OUTER MARKED PURPLE COURTYARD GET AREAS KILLING ONLY THE GUARDS THAT YOU PUT ABSOLUTELY NEED TO WILL TAKE OUT ONCE YOU'RE INSIDE THE MAIN BUILDING YOU CAN KILL ALL THE GUARDS THIS WILL GIVE YOU ENOUGH KANJI TO ENSURE THAT YOU'LL GET THE FOR NEW ABILITY ■ SHOULDER THRUST ■ BEFORE MOVING ON TO THE NEXT MISSION THERE ARE GUARDS AROUND EVERY BUILDING ■ INCLUDING THREE GUARDS PARTYING IT UP AS THEY GUARD THE KEY STILL YOU CAN TAKE THEM ALL OUT WITHOUT TOO MUCH TROUBLE FIRST WAIT ON THE ROOF UNTIL THE GUARD WHO'S MOVING BACK AND FORTH TURNS AWAY AS SOON AS HE DOES MOVE IN AND TAKE HIM OUT YOU CAN NOW PLACE ENTER THROUGH THE FRONT DOOR OF THIS BUILDING THERE ARE ENEMIES INSIDE BUT THERE ARE A COUPLE OF ITEMS CAN BE WORTH TAKING MOVE TO AND GRAB THE ITEMS MOVE TO THE BACK OF THE BUILDING THIS TRIGGERS A CUT-SCENE THAT SHOWS THE NEARBY GUARDS DANCING AND HAVING FUN ONCE THAT'S OVER LOOK AROUND FOR A SMALL CR1AWL SPACE THAT YOU KEYAS MENTIONED YOU DON'T ACTUAL1LY NEED THE KEY TO GET A CAN ENTER BY DOING IF YOU WANT TO BYPASS THE GUARDS AND FORGET IS ABOUT HAVING TO OBTAIN THE KEY CRAWL THROUGH THIS AREA UPWARDS TO GET TO THE COURTYARD OF THE MAIN BUILDING FOR THE PURPOSES ■OF THIS WALKTHROUGH LET'S LOOK FOR THE KEYALTHOUGH YOU DON'T ■EED TO TAKE OUT EVERY GUARD IN THE COURTYARD THIS EARLY IN THE GAME IT'S A GOOD IDEA FOR PRACTICE MOVING AROU■D WITHOUT BEING ■OTICED THERE ARE SEVERAL MORE GUARDS IN THE WHITE COURTYARD AND EVE■ A DOG SO MOVE AROU■D AND RUN THEM OUT USING STEALTH THERE'S ONE GUARD IN FRONT OF THE HIGH LOCKED GATE AND O■E GUARD A■ ARCHER ON THE WALKWAY ABOVE THE LOCKED GATE USE THE GRAPPLING HOOK TO GET UP TO THE END OF THE WALKWAY AND THEN WATCH THE ARCHER ONCE HE TURNS AWAY HOP UP RUN AT HIM AND TAKE HIM OUT BEFORE HE TURNS BACK AFTER YOU'VE TAKEN OUT THE GUARD ABOVE THE DOOR JUMP DOWN ON TOP OF THE GUARD IN FRONT OF THE LOCKED GATE AND SURPRISE HIM WITH THE COURTYARD CLEARED OF GUARDS ALL THAT'S LEFT IS TO GET THE KEYAS MENTIONED YOU DON'T ACTUALLY NEED THE KEY TO GET INTO THE MAIN BUILDING YOU CAN SNEAK IN WITHOUT IT HOWEVER YOU NEED THE KEY IF YOU WANT TO GET PAST THE LOCKED GATEONCE YOU'VE KILLED ALL THE GUARDS MOVE IN AND GRAB THE KEY IT SHOULD BE ON THE FLOOR OF THE ROOM THE GUARDS WERE IN BUT IT IS POSSIBLE THAT ONE OF THE GUARDS HAS PICKED IT UP AND CARRIED IT WITH HIM IF SO YOU HAVE TO CANVASS THE CORPSES FOR THROUGH WITH RIKIMARU ALREADY IT MIGHT TAKE YOU A FEW MINUTES TO GET USED TO AYAME'S QUICKNESS THIS FIRST MISSION GETS THE BALL ROLLING FOR AYAME IN THE BAMBOO FOREST WHICH IS ONE OF THE LARGER AND MORE COMPLICATED MAPSYOU BEGIN THE MISSION ON THE BRIDGE WITH A GUARD BELOW AND THE SNOWY BUTTE AREA JUST ACROSS THE BRIDGE AND TO THE LEFT AS THE GUARD BELOW TURNS AWAY USE AYAME'S SPEED TO RUN DOWN AND STEALTH-KILL HIM FROM BEHIND BELOW THE BRIDGE ARE TWO EXITS THE TUNNEL THAT LEADS TO THE HOT SPRINGS (WHERE YOU CAN HEAL WOUNDS FOR "FREE") AND THE TUNNEL THAT LEADS TO THE CAVERNS AND ANOTHER AREA OF THE BAMBOO FORESTALTHOUGH YOU DON'T NEED TO EXPLORE THIS AREA TO FINISH THE MISSION IT PROVIDES A GREAT WAY TO LOG SOME KANJI AND PRACTICE USING AYAME IN COMBAT MOVE AROUND THE TOPS OF THE BUTTES AND DROP DOWN FOR STEALTH-KILLS AS NEEDEDONCE YOU'VE CLEARED THE SNOWY BUTTE AREA MOVE BACK TO THE AREA UNDER THE BRIDGE IF YOU NEED TO TRAVEL VIA THE TUNNEL AND HEAL UP IN THE HOT SPRINGS AT THE BACK OF THE SNOWY BUTTE AREA IS A WALL YOU CAN CLIMB TO GET TO A NEW AREA THERE'S A GUARD ON THE OTHER SIDE WHEN YOU DROP DOWN HOLD DOWN THE BUTTON SO THAT YOU DON'T HESITATE FROM THE FALL AND THEN STEALTH-KILL HIMKEEP FOLLOWING CAN HELP THIS PATH UNTIL YOU GET TO A PASSAGE THAT LEADS TO THE HOT SPRINGS THE TUNNEL FROM THE HOT SPRINGS LEADS YOU BACK TO THE AREA BENEATH THE BRIDGE FROM WHICH YOU CAN MOVE FOR ONCE YOU CLEAR OUT THIS MAZE-LIKE AREA YOU SHOULD HAVE AMASSED AT LEAST SIX OR SEVEN KANJIMOVE UNDERNEATH THE BRIDGE INTO THE TUNNEL WHICH LEADS TO A WELL-GUAR2DED CAVERN DO YOUR BEST TO STEALTH-KIL2L THE ENEMIES INSIDE THEN PROCEED TO THE AREA BEYOND AT THE END OF THIS SHORT CAVERN IS A STAIRCASE THAT LEADS UP AND OUT TO THE FRESH AIR CLIMB UP AND THEN CROUCH IN CASE THERE ARE ANY ENEMIES NEAR THE EXITAS WITH THE MISSIO■ I■ WHICH RIKIMARU ■EGOTIATES THE BAMBOO FOREST YOU MUST NOW FOLLOW THE PATH UNTIL YOU GET TO FOR GIANT SNOWMAN THERE ARE SEVERAL ENEMIES ALONG THE WAY SO DON'T MOVE RECKLESSLY USE YOUR STEALTH ABILITIES TO KEEP FROM BEING SPOTTEDFROM THE SNOWMAN AREA YOU CAN TAKE ONE OF TWO PATHS TO REACH TAJIMA TAKE THE PATH ON THE RIGHT KEEP AN EYE ON YOUR KI METER FOR ANY GUARDS ON PATROL IF YOU'RE SPOTTED JUST FIGHT THE GUARD ON THE SPOT RATHER THAN RUNNING AWAYTHIS MISSION IS VERY SIMILAR TO RIKIMARU'S MISSION IN THE ECHIGOYA ESTATE THE KEY TO THIS MISSION LIES IN NOT BEING SPOTTED AT ALL SO THE ROOFS AROUND THE COMPLEX ARE THE MOST PRUDENT MEANS OF TRAVEL SOME ENEMIES IN THIS MISSION WILL HAVE TO BE ELIMINATED BECAUSE THERE'S NO WAY

UNLOCK ALL MISSIONS

AROUND THEM BUT IN THE COURTYARDS IT'S BETTER TO AVOID THE GUARDS USE THE SECRET PASSAGE IN THE NEARBY BUILDING TO GET TO THE MAIN BUILDING'S COURTYARD AREA MOVE ALONG THE ROOFTOPS UNTIL YOU CAN DROP DOWN BEHIND THE GUARD IN FRONT OF THE DOOR THEN DROP DOWN AND STEALTH-KILL HIM AGAIN DESPITE THE TEMPTATION TO TAKE OUT EVERY GUARD IN THE COURTYARD IT'S BEST TO AVOID MOST OF THEM ONCE YOU'RE INSIDE THE BUILDING THERE WILL BE PLENTY OF ENEMIES TO TAKE OUT TO BUILD UP YOUR KANJI CAME TO THE FRONT DOOR IS AS GOOD A WAY AS ANY TO GET INTO THE MAIN BUILDING USE YOUR INHERENT SNEAKINESS TO GET UP NEAR THE DOOR'S GUARD THEN TAKE HIM OUT AND MOVE INSIDEONCE YOU'RE INSIDE THE MAIN BUIL1DING R2ELY ON STEAL2TH MODE CR1OUCH AND ROLL ALONG TO AVOID BEING SEEN MOVE TO GET FROM ROOM TO ROOM TAKING OUT ENEMIES AS YOU COME ACROSS THEM WITHIN THE CONFINES OF THIS BUILDING IT'S MUCH EASIER TO TAKE FROM THE GUARDS ONE AT A TIME AND EARN SOME GREAT KANJIMOVE INTO THE L3ONG HALLWAY AND ENTER THE FIR3ST DOOR ON YOUR LEFT AND DROP DOWN INTO THE BASEMENT (AFTER TAKING OUT THE GUARD) GRAPPLE BACK UP TO THE FIRST FLOOR AND THEN MOVE TO THE STAIRCASE AND HEAD UP TO THE SECOND FLOORKEEP MOVING THROUGH THE SECOND FLOOR GO THROUGH THE CRAWLSPACE TO REACH A NEW AREA FROM HERE GRAPPLE UP TO THE THIRD LEVELON THE THIRD FLOOR YOU HAVE JUST ONE GUARD TO TAKE OUT THEN MOVE DOWN THE HALLWAY JUMP DOWN TO THE SECOND FLOOR AND TAKE OUT THE LAST GUARD AFTER THAT DROP DOWN TO THE FIRST FLOOR TO FIGHT NASUAFTER YOU'VE DEFEATED NASU RUN BACK ACROSS THE THIRD FLOOR AND DROP BACK DOWN TO THE FIRST FLOOR ON THE OTHER SIDE OF THE MAIN BUILDING TO END THE MISSION YOUR JOB IS TO GET ACROSS THE CASTLE AS QUICKLY AS POSSIBLE AND DEFEAT THE BOSS THERE ARE PLENTY OF NINJAS TO DEAL WITH ALONG THE WAY SO YOU WON'T HAVE ANY TROUBLE ATTAINING THE NINJA VISION ABILITY YOU CAN GET ACROSS THE FIRST FLOOR TO THE STAIRCASE THAT LEADS UP TO THE SECOND FLOOR OF THE CASTLE THERE ARE PLENTY OF NINJAS AROUND SO JUST WATCH THE KI METER AND STEALTH-KILL THEM USE POISON RICE TO SMOKE OUT ANY NINJAS THAT ARE WITHIN SIGHT OF OTHER NINJAS REMEMBER IF YOU HIT THE ENEMY AS HE'S STARTING TO PICK UP THE POISON RICE YOU L1 CATCH HIM OFF-GUAR1D AND STIL2 RETAIN THE R2CE JUST KEEP MOVING THROUGH THE HALLS TOWARD THE ROOM WITH THE STAIRCASE LEADING UP DON'T RUSH TAKE YOUR TIME TO LINE UP THE NINJAS AND STEALTH-KILL THEM IF YOU'RE CAREFUL YOU CAN GO THROUGH THE WHOLE MISSIO■ WITHOUT GETTING SPOTTED THERE'S A GRENADE IN HAMADA'S ROOM IF YOU WANT IT BUT WE RECOMMEND THAT YOU GO THROUGH THE ATRIUM AND CRAWL3 SPACE TO AN OPEN AREA WHERE A KAGUR3A GUARD AWAITSIT'S MORE OF THE SAME HERE YOU'RE HEADED FOR THE STAIRCASE DOWN TO THE BOSS FIGHT SO JUST KEEP MOVING AND KILLING BY NOW YOU SHOULD HAVE EARNED THE ABILITY FOR THIS MISSION (NINJA VISION) IF YOU HAVEN'T THERE WILL BE PLENTY OF CHANCES BETWEEN HERE ANDTHE BOSSTHIS MISSION IS UNIQUE BECAUSE THE CEMETERY IS FULL OF UNDEAD CREATURES NONE OF WHICH YOU CAN DESTROY WITH YOUR CURRENT WEAPONRY YOU MUST USE STEALTH AND BASIC EVASION TO MAKE IT THROUGH THIS MISSION HEALTH POTIONSYOU BEGIN THIS MISSION WITH AN UNDEAD CREATURE FAIRLY CLOSE BY YOU MUST MAKE IT PAST THIS CREATURE WITHOUT ALERTING IT TO YOUR PRESENCE BECAUSE THERE'S A NINJA WHO COMES AFTER YOU IF THE CREATURE CALLS OUT MOVE CAREFULLY CROUCHING AND ROLLING FROM TREE TO TREE AS YOU MOVE TOWARD THE PASSAGEWAY THERE'S A SEALING STONE NEXT TO THE DOORWAY THAT YOU MUST HIT BEFORE YOU CAN CONTINUE IN THE BLOOD ROOM IS AN UNDEAD CREATURE PATROLLING DILIGENTLY WAIT FOR THE CREATURE TO PASS THEN RUN PAST HIM TO THE LEFT AND GRAPPLE UP AS YOU WORK YOUR WAY THROUGH THIS AREA YOU FIND BOTH NINJAS AND UNDEAD CREATURES SOMETIMES TOGETHER IF YOU'RE ATTACKED BY MORE THAN ONE ENEMY RUN FOR IT YOU COME OUT OF THE PASSAGE INTO AN AREA SURROUNDED BY A TALL FENCE JUMP UP AND FLIP OVER THE FENCE YOU SHOULD BE GLAD IT'S THER3E BECAUSE IT PREVENTS THE ENEMY FROM COMING AFTER YOU THERE'S A SEAL3ING STONE IN THIS AR2EA AND IF YOU MISS IT YOU WON'T KNOW IT UNTIL2 YOU'VE MADE IT A BIT FURTHER1 TAKE YOUR TIME AND FIND IT NOW ACROSS THEM WITHIN THE CONFINES OF THIS BUIL1DING IT'S MUCH EASIER TO TAKE OUT THE GUARDS ONE AT A TIME AND EARN SOME GREAT KANJIMOVE INTO THE LONG HALLWAY AND ENTER THE FIRST DOOR ON YOUR LEFT AND DROP DOWN INTO THE BASEMENT (AFTER TAKING OUT THE GUARD) GRAPPLE BACK UP TO THE FIRST FLOOR AND THEN MOVE TO THE STAIRCASE AND HEAD UP TO THE SECOND FLOORKEEP MOVING THROUGH THE SECOND FLOOR GO THROUGH THE CRAWLSPACE TO REACH A NEW AREA FROM HERE GRAPPLE UP TO THE THIRD LEVEL ON THE THIRD FLOOR YOU HAVE JUST ONE GUARD TO TAKE OUT THEN MOVE DOWN THE HALLWAY JUMP DOWN TO THE SECOND FLOOR AND TAKE OUT THE LAST GUARD AFTER THAT DROP DOWN TO THE FIRST FLOOR TO FIGHT NASU AFTER YOU'VE DEFEATED NASU RUN BACK ACROSS THE THIRD FLOOR AND DROP BACK DOWN TO THE FIRST FLOOR ON THE OTHER SIDE OF THE MAIN BUILDING TO END THE MISSION YOUR JOB IS TO GET ACROSS THE CASTLE AS QUICKL1Y AS POSSIBLE AND DEFEAT THE BOSS THERE ARE PLENTY OF NINJAS TO DEAL WITH ALONG THE WAY SO YOU WON'T HAVE ANY TROUBLE ATTAINING THE NINJA VISION ABILITY YOU MUST GET ACROSS THE FIRST FLOOR TO THE STAIRCASE THAT LEADS UP TO THE SECOND FLOOR OF THE CASTLE THERE ARE PLENTY OF NINJAS AR1OUND SO JUST WATCH THE KI METER AND STEALTH-KILL THEM USE POISON RICE TO SMOKE OUT ANY NINJAS THAT ARE WITHIN SIGHT OF OTHER NINJAS REMEMBER IF YOU HIT THE ENEMY AS HE'S STARTING TO PICK UP THE POISON RICE YOU'LL CATCH HIM OFF-GUARD AND STILL RETAIN THE RICE JUST KEEP MOVING THROUGH THE HALLS TOWARD THE ROOM WITH THE STAIRCASE L2EADING UPWITH ALONG THE WAY SO YOU WON'T HAVE ANY TROUBLE ATTAINING THE NINJA VISION ABILITY YOU MUST GET ACROSS THE FIRST FLOOR TO THE STAIRCASE THAT LEADS UP TO THE SECOND FLOOR OF THE CASTLE THERE ARE PLENTY OF NINJAS AR2OUND SO JUST WATCH THE KI METER AND STEALTH-KILL THEM USE POISON RICE TO SMOKE OUT ANY NINJAS THAT ARE-WITHIN SIGHT OF OTHER NINJAS REMEMBER IF YOU HIT THE ENEMY

UNLOCK BONUS STAGE

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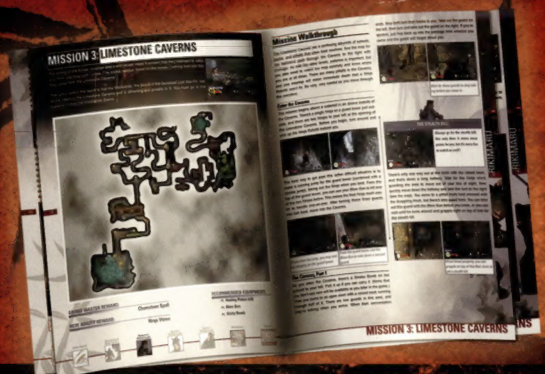

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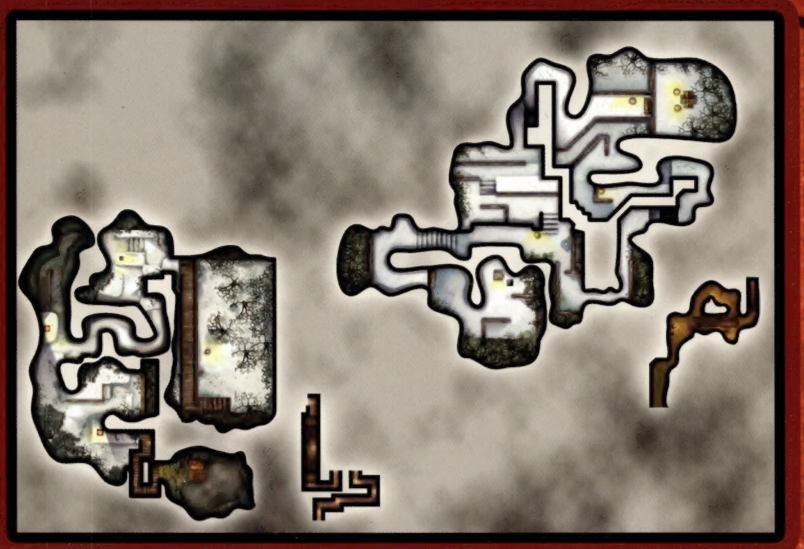

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